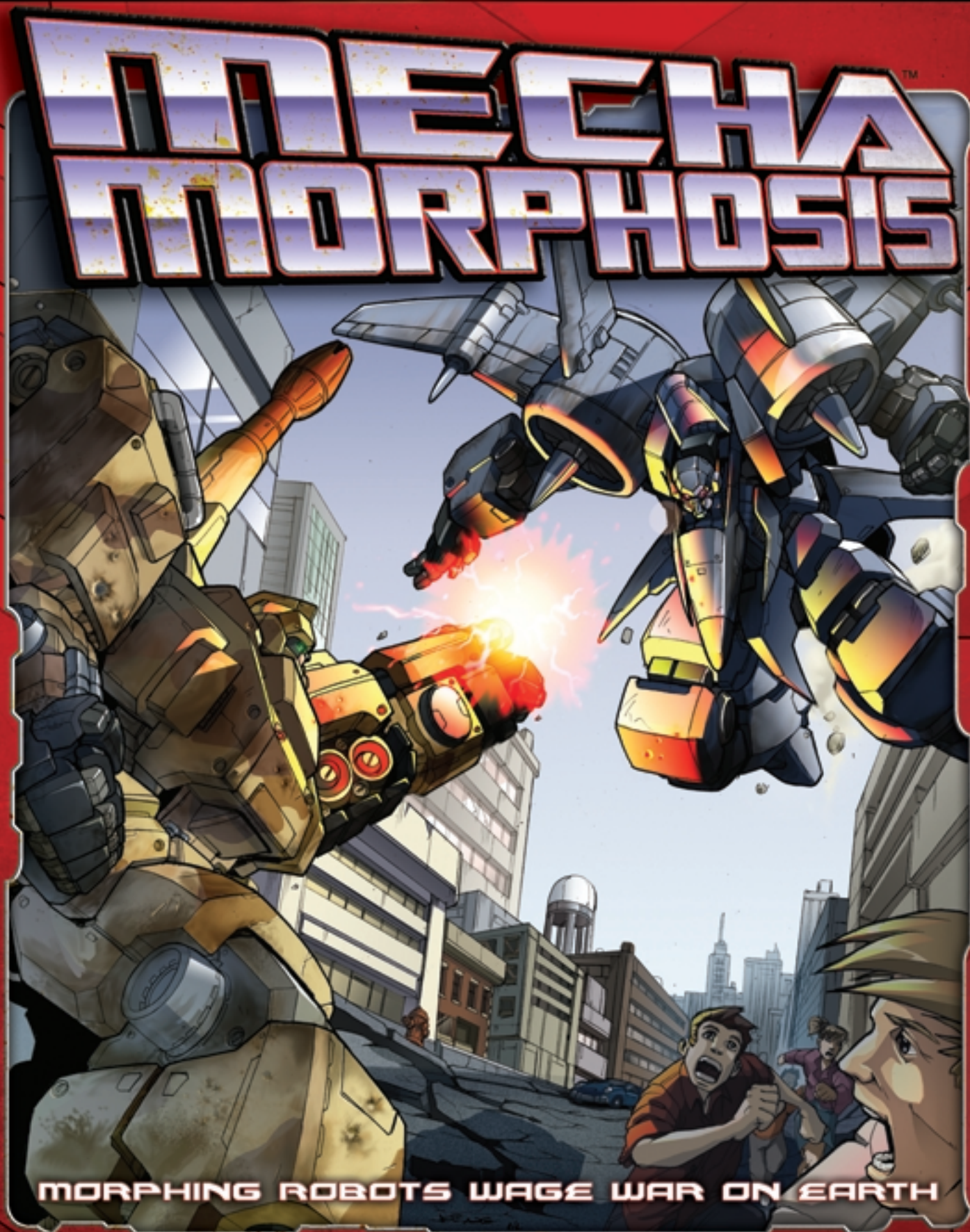




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HORIZON: MECHAMORPHOSIS

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HORIZON: MECHAMORPHOSIS



HORIZON

Welcome to *Horizon*. You are holding the fifth in a new line of self-contained RPGs for the d20 System, published by Fantasy Flight Games. Our goal for the *Horizon* line is to explore the farthest possible reaches for new settings, themes, and mechanics, and we want to take you with us. Just as importantly, every HORIZON game will remain completely compatible with the d20 rules you already know, so you can pick up the book and start playing immediately.

Horizon can play as many roles in your gaming life as you want it to. For some it will be an occasional break from the regular game. For others it will be the foundation for a new campaign setting. Some may add other gaming elements to the rules we present here, others will pick their favorite rules from *Horizon* games and use them to augment other games.

Whatever you do with this line, we hope you'll enjoy pushing roleplaying to the edge as much as we have. And now: *Mechamorphosis*.

INTRODUCTION

The world of *Mechamorphosis* looks, at first, like the world outside your window. However, things aren't always what they appear. An ancient, secret war rages

across the galaxy, and Earth has become its latest battleground. Robotic titans called mechamorphs wage an age-old campaign for the fate of our planet. To fuel their endless desire to stretch their cold, metallic empire across the galaxy, the Tyrants have begun hunting down other sources of the precious nexus energy that fuels their war machine. Their search has brought them to Earth, a world that is rich in resources and ripe for plunder. Humanity would be doomed were it not for the Exiles, those few mechamorphs who oppose the evil Tyrants.

MECHAMORPHS

"You can't fix somethin' if ya don't know nothin' about it!" — Wheelwell

In *Mechamorphosis*, a player assumes the role of a mechamorph, a gigantic robot with the ability to assume other forms. Although mechamorphs predominantly wage their secret battles on an Earth not too different from our own, mechamorphs have special powers and abilities that dwarf those of human beings. Creating a 10-ton, 50-ft.-high robot is a bit different from making most other d20 characters, however. Follow the steps below to design your mechamorph.

1. Assign priorities. The order in which you rank priorities will determine what strengths and weaknesses your character will have. The priorities you will be ranking are: ability scores, alt form, form feats, special powers, and tech gear.

2. Generate the character's ability scores.

3. Construct the character's alt form. See Chapter Two: Alt Form Design.

4. Choose the character's class. See Chapter Three: Classes.

5. Assign skill points and starting feats. See Chapter Four: Skills and Feats.

6. Choose the character's special powers. See Chapter Five: Special Powers.

7. Select your character's starting gear, which includes weapons and tech. See Chapter Six: Gear.

There are no alignments in *Mechamorphosis*. While there are various factions that compete to support their own agendas, alliances are fluid and a character's true intent can change as radically and as often as he changes his form.

WHAT IS A MECHAMORPH?

Mechamorphs are gigantic robots engaged in an ancient struggle to control the rare and powerful nexus energy. Mechamorphs have amazing capabilities, not the least of which is morphing: the ability to assume an alternate form, or alt form. A mechamorph's alt form often resembles something mundane: a car, a camera, a jetliner, or perhaps even an animal. Mechamorphs are fueled by nexus energy, the spark that gives them life and power. Nexus energy also powers the mechamorphs' nanomechs, tiny machines that exist inside the larger robots, constantly reconfiguring their internal circuitry to allow them to assume new forms and activate new abilities.

Mechamorphs vary greatly in size and appearance. However, every mechamorph shares some basic traits.

Mechamorph Traits:

— **Morph (Ex):** Every mechamorph has the ability to assume at least two different forms. These are the primary form and the alt form. Primary form is generally a humanoid shape, and is considered a mechamorph's "true form." Some mechamorphs' primary forms are more akin to animals than humans, but they are no less intelligent.

A mechamorph's alt form can be nearly anything. Most have some element of disguise, usually appearing to be normal Earth vehicles that can travel freely among humans. Other forms are more combat-oriented, being otherworldly combat platforms or ferocious, robotic animal templates.

With the exception of mechamorphs with animal alt forms, a mechamorph retains all of his abilities, base attack bonus, hit points, skills, and feats while morphed. A mechamorph also retains the use of his sensors, allow-

ing him to see and experience his environment as usual, even if he can no longer interact as easily with a particular environment. Mechamorphs may also activate their special powers while in alt form. When a mechamorph changes form, linked weapons or equipment he is carrying become hidden within his alt form or mounted on it. Unlinked items that he is carrying either become stored in the alt form's cargo areas (if any) or fall to the ground.

Morphing is a move action that does not provoke attacks of opportunity. Mechamorphs with a base attack bonus of +5 or higher may morph as a free action as long as it is combined with a regular move. Mechamorphs generally retain the same mass and approximate size when they morph.

A mechamorph must make a successful grapple check in order to morph while grappled, and cannot morph if he is pinned.

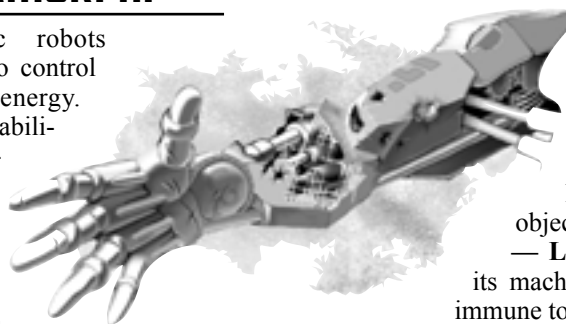
— **Damage Reduction:** All mechamorphs have at least damage reduction 10/nexus energy in both primary form and alt-form.

— **Energy Resistance:** All mechamorphs have energy resistance 10 against all energy types in both primary form and alt form.

Because they are finely-tuned machines rather than simple objects, however, they take full damage from energy that bypasses this resistance (rather than half or quarter, as normal for objects).

— **Living Machine:** Because of its machine body, a mechamorph is immune to gases and poisons, and does not need to breathe or eat. Additionally, mechamorphs are immune to most effects geared toward organic creatures that cause death, nausea, paralysis, petrification, stunning, and unconsciousness. However, there are technological equivalents of the above: Mechamorphs can suffer any of the above conditions as a result of an attack especially geared toward living machines, and can suffer the effects of exhaustion and fatigue if they do not get enough fuel or spend enough time in stasis (see "Nexus Energy and Stasis," page 57). Mechamorphs also have electronic minds that function much like intelligent, organic beings', and are therefore vulnerable to mind-affecting effects like compulsions, enchantments, and phantasms. Mechamorphs are also subject to critical hits, although the effects are different than those applied to normal characters (see "Critical Hits," page 57). As living machines, mechamorphs can also survive when reduced below 0 hit points, though they become staggered at 0 hit points, unconscious at -1 hit point, and are destroyed at -10 hit points, following the same rules as other living creatures.

— **Imbued Attacks:** Mechamorphs can deal damage with unarmed attacks when in primary form; the damage varies based on the mechamorph's size, as shown on Table 1-1. Because the mechamorph has damage reduction 10/nexus energy, its natural attacks, as well as attacks with any weapons it wields, are treated as being



imbued with nexus energy for the purposes of bypassing other mechemorphs' damage reduction. However, unless the mechemorph has the Improved Unarmed Strike feat or natural weapons, any damage dealt by its unarmed attacks to other mechemorphs is considered non-lethal. Additionally, such attacks provoke attacks of opportunity from armed mechemorphs.

— **Rapid Healing:** All mechemorphs regain hit points and ability damage at a rate of one per hour.

— **Nexus Energy Reserves:** All mechemorphs have nexus energy reserves that they can expend to improve their actions (see "Nexus Energy Reserves," page 57).

— **Level Adjustment:** +6.

CHARACTER STRENGTH

The characters in *Mechamorphosis* are otherworldly, giant-sized (for the most part) robots. They are often more than ten times stronger than humans. Yet, if we were to use the standard d20 System Strength scale, characters would be adding +30 and +40 to their damage rolls at first level. Therefore, we use the normal 3-to-18 scale for starting mechemorphs, but the weight limits each Strength rating can carry are increased by a factor of x10. Likewise, the object hardness and break DCs for standard objects in the PHB remain the same, but as appropriate for mechemorph size. This means that chains in *Mechamorphosis* have a hardness of 10, 5 hit points, and a break DC of 26, as long as they are chains thick enough to use as an anchor line for a battleship. Likewise, item hardness can be calculated using the normal equation but substituting feet of thickness rather than inches.

There may be occasions when a GM may wish to introduce monsters, traps, or other elements from the PHB or modern d20 systems to test the mechemorphs' might. When doing so, we recommend scaling down non-mechamorph characters' Strength scores by 10 in terms of attack and damage bonuses, and dividing object hit points, hardness, and break DCs by 10 (rounding up). So a crazed human ninja, armed with the Tyrant mechemorph Vorpai in his alt form of a nexus energy sword, could attack an Exile normally. If the ninja's Strength was 18 (+4 modifier), for the purposes of attack and damage his Strength would instead be considered an 8 (–1 modifier). When the ninja comes to his senses and flees, the DC for the Exile mechemorph to knock down the iron door he closed behind him, normally a tough DC 28, becomes an unimpressive DC 3.

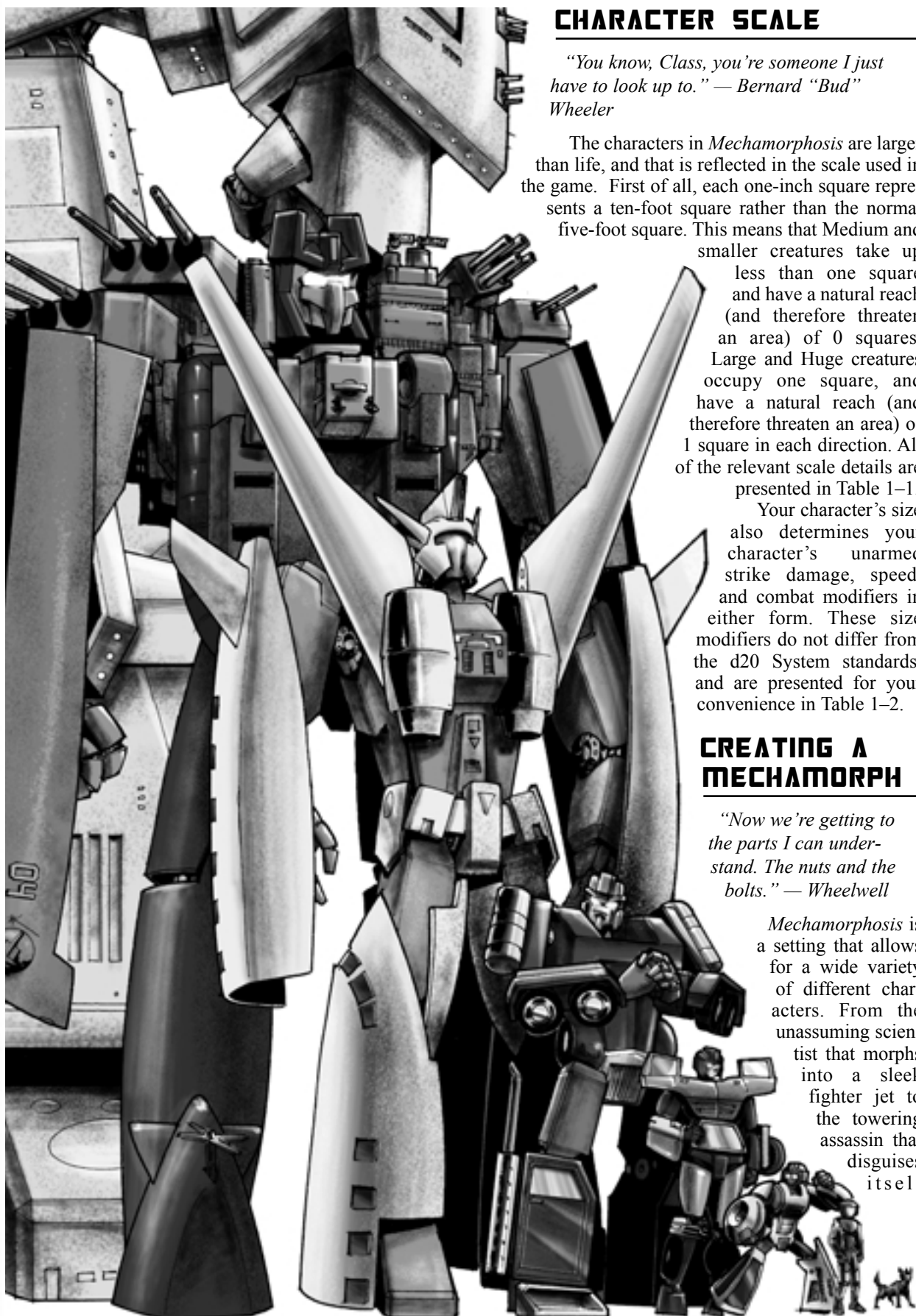


Since most of the Earthlings interacting with mechemorphs will be 1st and 2nd level, there is no need to also divide their hit points by 10, though doing so would be accurate. If you really want to have 18th-level army sharpshooters that the mechemorphs can still squash with their pinkies, however, feel free to apply the "divided by 10" rule to Earthling hit points as well.

TABLE 1-1: MECHAMORPHOSIS SCALE

Mechamorph Size	Example Form	Space (In Squares)	Reach* (In Squares)
Fine	Spy camera	0	0
Diminutive	Cell phone	0	0
Tiny	PC	0	0
Small	Eagle	0	0
Medium	Motorcycle	0	0
Large (tall)	Sports car (primary)	1	1
Large (long)	Sports car (alt form)	1	1
Huge (tall)	Dinosaur (primary)	1	1
Huge (long)	Dinosaur (alt form)	1	1
Gargantuan (tall)	Jet fighter (primary)	2	2
Gargantuan (long)	Jet fighter (alt form)	2	1
Colossal (tall)	Attack sub (primary)	3	3
Colossal (long)	Attack sub (alt form)	3	2
Immense (tall)	Fortress (primary)	5	5
Immense (long)	Fortress (alt form)	5	3

*Most mechemorph vehicle and object alt forms do not have any natural reach at all. These numbers are mainly for primary forms and animal alt forms.



Immense

Colossal

Gargantuan

Huge

Large

Medium

Small

CHARACTER SCALE

"You know, Class, you're someone I just have to look up to." — Bernard "Bud" Wheeler

The characters in *Mechamorphosis* are larger than life, and that is reflected in the scale used in the game. First of all, each one-inch square represents a ten-foot square rather than the normal five-foot square. This means that Medium and smaller creatures take up

less than one square and have a natural reach (and therefore threaten an area) of 0 squares. Large and Huge creatures occupy one square, and have a natural reach (and therefore threaten an area) of 1 square in each direction. All of the relevant scale details are presented in Table 1-1.

Your character's size also determines your character's unarmed strike damage, speed, and combat modifiers in either form. These size modifiers do not differ from the d20 System standards, and are presented for your convenience in Table 1-2.

CREATING A MECHAMORPH

"Now we're getting to the parts I can understand. The nuts and the bolts." — Wheelwell

Mechamorphosis is a setting that allows for a wide variety of different characters. From the unassuming scientist that morphs into a sleek fighter jet to the towering assassin that disguises itself

TABLE 1-2: SIZE MODIFIERS

Size Modifier	AC/Attack Modifier	Unarmed Damage**	Grapple Modifier	Stealth & Fine Manipulation Modifier	Dimension*	Weight**
Immense	-16	4d8	+20	-20	128 ft. or more	1,000+ tons
Colossal	-8	4d6	+16	-16	64 ft.-128 ft.	50-1,000 tons
Gargantuan	-4	2d8	+12	-12	32 ft.-64 ft.	10-50 tons
Huge	-2	2d6	+8	-8	16 ft.-32 ft.	5-10 tons
Large	-1	1d8	+4	-4	8 ft.-16 ft.	1/2-5 tons
Medium	+0	1d6	+0	+0	4 ft.-8 ft.	200-1,000 lbs.
Small	+1	1d4	-4	+4	2 ft.-4 ft.	25-200 lbs.
Tiny	+2	1d3	-8	+8	1 ft.-2 ft.	1-25 lbs.
Diminutive	+4	1d2	-12	+12	6 in.-1 ft.	1/8 lb.-1 lb.
Fine	+8	1	-16	+16	6 in. or less	1/8 lb. or less

TABLE 1-3: PRIORITIES

Priority	Alt form Design	Form Feats	Ability Scores	Special Power	Gear
1	Dirt bike	2	20	1	2
2	Tank	4	24	2	4
3	Fighter Jet	6	28	3	8
4	Laptop	8	32	4	12
5	Spaceship	10	36	5	16

as a mundane cell phone. To construct a mechamorph character, a player first assigns a priority from one to five to each of the following categories: ability scores, alt form, form feats, special powers, and gear. The corresponding benefit per level of priority in each category is set forth in Table 1-3. All five priorities must be assigned.

Priority Descriptions

Alt form Design: More than anything else, what a mechamorph turns into determines who he is and what he does. Consider what shape you would take if your subconscious offered you the chance to change form into an animal or vehicle. Your personality, interests, and style would likely affect your choice; so it is with mechamorphs.

The size of a mechamorph's primary form is usually directly linked to the size of its alt form, although there are exceptions to the rule. Generally, the greater priority given to alt form construction, the larger, more maneuverable, or more adaptable the form is, or the more weapons, armor, and tech it can use.

Form Feats: While a mechamorph's basic design and alt form rarely change, its peripheral strengths are always being upgraded. The higher the priority allocated to form feats, the more of them a mechamorph starts with or may take later. Unlike other feats, mechamorphs may delay taking beginning form feats until later on in their advancement so they can qualify for specific feats.

Ability Scores: While some mechamorphs are smaller or poorly equipped compared to others, they make up for it by being quicker, smarter, and stronger. The greater the priority given to ability scores, the more points your character has to purchase ability scores.

Ability scores are discussed below.

Special Power: All mechamorphs are built with innate special powers that set them apart from others. The greater the priority given to special power, the higher your power rank and the more powerful your special power or the more often you can use it. Special powers are discussed in Chapter Five.

Gear: Mechamorphs are built to accommodate incredible technology. The greater the priority given to gear, the more variety of weapons and equipment a character possesses at the start of the game. Gear is discussed in Chapter Six.

Generating Ability Scores

"Tyrants are superior to you puny humans in every way." — Vorpai to Mercedes Wheeler

Mechamorphs are built, not born. How strong, quick, or fast a mechamorph is depends on its creator's intentions. Players construct their characters' abilities using a point buy method. The number of points available depends on the priority given to ability scores. Mechamorphs begin with all ability scores at 8, and may purchase higher scores (or trade in for lower scores) as shown on the table below.

TABLE 1-4: ABILITY SCORE POINT COSTS

Ability Score	Point Cost	Ability Score	Point Cost
7	-1	15	8
8	0	16	10
9	1	17	13
10	2	18	16
11	3	19	20
12	4	20	24
13	5	21	30
14	6	22	36

Once you've chosen your priorities and assigned your ability scores, move on to Chapter Two: Alt Form Design.

Chapter Two

ALT FORM DESIGN

“The nanomechs that course through our circuit pathways are constantly rebuilding and reshaping us. In this manner, we become better adapted to your world.” — Rally

It is the mechamorphs’ ability to morph that sets them apart from other artificial life forms. When the mechamorphs first came to Earth, the nanomechs that inhabit their forms began constructing new alt forms based upon animals and objects native to this world. Some mechamorphs have alt forms based upon vehicles and objects found on other worlds that are far more advanced, with capabilities superior to those of weapons and vehicles found on Earth. The benefits they provide come with the penalty of not being able to blend in.

ALT FORM TYPES

“No matter what form you may take, Exile, you’ll always be scrap metal to me.” — Impact

Every mechamorph has the ability to morph. A character may assume more than one alt form provided he has chosen the multi-form special power (see “Multi-Form,” page 40). There are three types of alt forms a player may choose from: animal, vehicle, or object. Some alt forms are limited only to those with a certain alt form priority or higher. The size of the alt form also determines the size of the mechamorph’s primary form, although special exceptions exist for animal and object mechamorphs.

Animal: This type of alt form mimics a living creature, such as a bird of prey, a dinosaur, or an insect.

Vehicle: This type of alt form mimics anything that can move under its own power, such as a sports car, a hovercraft, or a jetliner.

Object: This type of alt form mimics something that does not normally move under its own power, like a structure, a weapon, or a tech object. All objects can cause their moving parts to move, however, such as the turrets and blast doors for structures, triggers for firearms, and view screens on laptops.

alt form Traits

All alt forms have at least three traits, which will be described in more detail in subsequent chapters. For now, the basic meaning of each is as follows.

Size: The size of the mechamorph’s alt form, which usually directly affects his primary form size.

Weaponry: The number of weapon slots available on the alt form. The more slots available, the more weapons may be linked to the alt form.

Tech: The number of tech slots available on the alt form. The more slots available, the more tech gear may be linked to the alt form.

ANIMAL ALT FORMS

“I assume the form of the triceratops to remind our kind that, while we may face extinction, there will always be others like us who are willing to carry on the fight.” — Battlehorn, while speaking to his fellow Animechs during a meeting of the Tribal Council

Choose any creature of the animal or vermin type (see MM) that is the same size or smaller than the size allowed by your priority, as shown on Table 2–1: Animal Alt Forms. That choice not only determines the traits that your alt form will have, it also determines the size of your mechamorph’s primary form. Priorities three through five allow for the massmorph special ability, which means that the mechamorph can shrink when it morphs. The size before the slash is the size of the

mechamorph in primary form and in his combat version of his alt form, while the size after the slash is the size of the mechamorph's spy form (and therefore, the size of the animal that the mechamorph must choose for its alt form).

TABLE 2-1: ANIMAL ALT FORMS

Priority	Size
1	Medium
2	Large
3	Huge or Medium/Tiny
4	Gargantuan, Large/Tiny, or Medium/Diminutive
5	Colossal, Huge/Tiny, Large/Diminutive, or Medium/Fine

For instance, a player who wishes his character to have an elephant alt form, a Huge creature, must select at least priority 3 for his alt form. This means that he will also be Huge in his primary form.

Alternatively, the mechamorph may select an animal alt form that is much smaller than himself, and even smaller than most humans. For instance, if an Exile scout wanted to transform into a bat, it could either choose priority 4 (making it Medium in its primary form, and Diminutive in its alt form) or priority 5 (making it Large in its primary form, and Diminutive in its alt form). When a mechamorph chooses this option, it gains an added benefit: it may choose to massmorph when it morphs into its alt form, shrinking to the normal size for the animal, or it may remain the same size as its primary form but attain the shape and traits of the animal. The first option is generally used for spying, the second for combat.

For instance, a Tyrant mechamorph with alt form priority 4 (Large/Tiny) chooses a monstrous centipede as its alt form. It would be Large in its primary form, and could morph into a Tiny monstrous centipede in its alt form. It could also morph into a Large monstrous centipede alt form, not shrinking at all. Whereas the mechamorph's Large monstrous centipede alt form is not as powerful as, say, a Gargantuan mon-

strous centipede alt form, allowable under the same priority, the massmorphing allows for more flexibility.

If there is no animal of the appropriate sizes for your priority, and you do not want to take a smaller animal form, ask your GM if you can advance a smaller creature to a larger size (see MM, Improving Monsters).

When the mechamorph morphs into its alt form, it gains the Strength, Dexterity, and Constitution score of the animal or vermin, along with any feats, extraordinary abilities, special attacks, and special qualities of that form. It also retains any feats, special powers, and useful abilities from its primary form, assuming they are usable in the alt form. The character's Intelligence, Wisdom, and Charisma scores remain the same. A mechamorph retains its mechamorph traits when morphed.

alt form Poisons

Mechamorphs are generally immune to poisons that affect organic creatures. However, when a mechamorph morphs into an animal or vermin alt form that has a poison special attack, the nanomechs in the mechamorph's body produce substances that affect mechamorphs and constructs in a manner quite similar to the way an ordinary creature's poison affects an organic victim. When a mechamorph is poisoned by an animal alt form, apply the effect stated in the core rules. These substances have no effect on organic beings.

VEHICLE ALT FORMS

"Where there's a wheel, there's a way!" — Rally

A vehicle alt form is a different thing to different mechamorphs.

For some, it is first and foremost a means of disguise. After all, a mechamorph's skin is so resilient that it can resist point-blank hits from a tank cannon, whether it's in the form of an armored car or an ice cream truck. For others, it is a means of transportation, giving the mechamorph the ability to move rapidly over land, sea, or air. Finally, some mechamorphs prefer to use their vehicle forms specifically for combat . . . whether it's the improved aerial maneuverability of an attack helicopter or the low profile of a tank turret, vehicle forms can add a wide variety of tricks to a mechamorph's attack style.

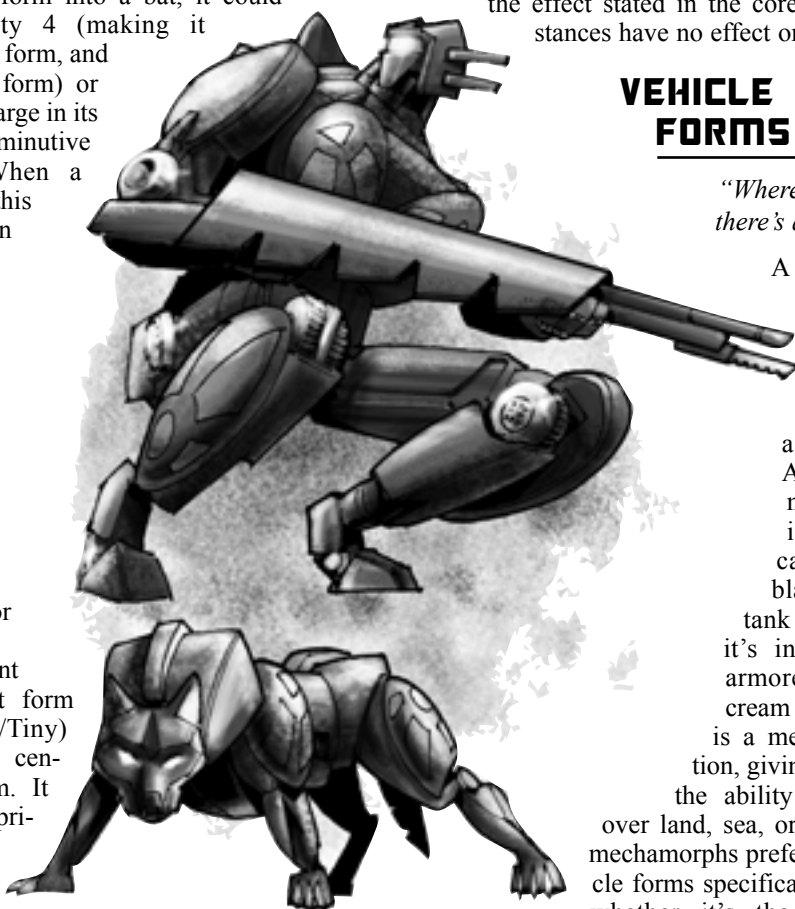


TABLE 2-2: VEHICLE ALT FORMS

Vehicle	Priority	Size	Base Move (10' sq)	Top Speed (50'sq)	Top Speed (500' sq)	Top Speed (MPH)	Maneuver	Acc	Weapons	Tech
Dirtbike	1	Med	12	8	1	45	Perfect	4/5	1	0
Dune Buggy	1	Lg	10	16	1	91	Good	2/5	2	1
4-door	1	Lg	10	20	2	114	Average	2/5	2	1
Freighter	1	Garg	2	4	.5	23	Clumsy	1/5	2	5
Gunboat	1	Huge	4	14	1	80	Average	4/5	4	5
Motorcycle	1	Med	12	24	2	136	Perfect	4/5	1	1
Heavy pickup	1	Huge	8	18	2	102	Average	2/5	4	4
Large car	1	Lg	8	16	2	91	Average	2/5	4	2
Speedboat	1	Lg	8	30	3	170	Good	6/1	4	1
Sports car	1	Lg	12	30	3	170	Good	6/1	2	1
Attack frigate	2	Garg	2	8	1	45	Poor	1/5	12	5
Business jet	2	Garg	20	60	6	340	Poor	6/1	2	5
Rescue copter	2	Huge	10	32	3	182	Perfect	6/2	2	10
Single prop plane	2	Huge	18	36	3	205	Good	6/2	2	2
Semi-trailer	2	Garg	6	16	2	91	Poor	1/5	4	10
Tank (tracked)	2	Garg	4	8	1	45	Perfect	2/5	8	5
Construction vehicle	2	Garg	2	2	.5	11	Perfect	1/5	1*	1
Attack chopper	3	Large	24	40	4	227	Perfect	10/1	8	5
Attack cruiser	3	Col	2	6	.5	34	Clumsy	1/5	16	10
Attack submarine	3	Col	2	6	.5	34	Poor	1/5	8	5
Jet fighter	3	Garg	60	200	20	1100	Average	50/4	8	10
Mecha speedster	3	Large	16	32	3	182	Perfect	10/1	4	5
Passenger jet	3	Col	6	100	10	570	Clumsy	6/1	8	10
Aircraft carrier	4	Imm	2	4	.5	23	Clumsy	1/5	8	20
Battleship	4	Imm	2	4	.5	23	Clumsy	1/5	32	10
Mecha all-terrain	4	Large	8	30	3	170	Perfect	6/1	4	5
Mecha aircraft	4	Garg	40	500	50	2800	Perfect	100/10	12	10
Space shuttle	4	Garg	4	100	10	570	Clumsy	6/1	4	20
Mecha starship	5	Imm	8	100	10	570	Average	10/5	12	20

If you have decided to play a mechamorph with a vehicle alt form, choose one from Table 2-2.

Vehicle Alt Form Combat

Most combat takes place with vehicle mechamorphs in their primary forms. However, some mechamorphs use their vehicle alt forms for sudden battlefield maneuvers, dramatic entrances and exits, and high-speed strafing runs. While it is impossible for an average fighter jet to make sudden turns and remain “on the map” for the battlefield sizes used in most RPGs, mechamorph vehicles use advanced technology and are amazingly maneuverable. Whenever using character scale, use the base move listed on Table 2-2. Each vehicle (even land and sea vehicles) has a maneuverability at character scale, which works just like the rules for flying creatures. The character may use single moves, double moves, and charge and run actions as normal. It is assumed that, with all of the maneuvering of combat, the character is not accelerating or decelerating beyond the scale of its base move.

Once a vehicle wishes to push its speed and use vehicle movement, the combat pulls out to surface scale or air scale (see “Scale,” page 40). At that point, you will use the top speed (50' squares), top speed (500' squares), and acceleration ratings on Table 2-2.

Mechamorphs in vehicle form suffer a -10 penalty on grapple checks.

Vehicle alt form Qualities

Priority: This is the priority that must be devoted to alt form in order to choose this vehicle as an alt form.

Size: The vehicle's (and therefore, the mechamorph's) size.

Base Move: The movement rate of the vehicle when at character scale.

Top Speed (50' sq): The vehicle's top speed at vehicle scale.

Top Speed (500' sq): The vehicle's top speed at air scale.

Top Speed (MPH): The vehicle's top speed in MPH.

Maneuverability: The maneuverability a vehicle uses at character scale. At surface and air scale, this

maneuverability rating translates into a handling modifier.

Acceleration: The number of squares a vehicle can accelerate in a single round when at surface or air scale. The number before the slash represents the vehicle's acceleration at surface scale, while the number after the slash represents the vehicle's acceleration at air scale.

Vehicle Descriptions

Dirt bike: The dirt bike chassis includes motor scooters, automated military scout vehicles, and other maneuverable, all-terrain, light vehicles. Dirt bike mechamorphs tend to be the runts of mechakind, as they are around human-sized, and fairly gangly as well. Dirt bike alt forms are quite useful in combat, providing excellent maneuverability on nearly all terrains. They ignore difficult terrain.

Dune buggy: The dune buggy chassis includes light jeeps, ATVs, and other vehicles that are big on engines, tires, and shocks, but low on frames. The middle ground between dirt bikes and 4-doors, dune buggy mechamorphs tend to be more resilient but slightly less agile. Dune buggy alt forms ignore difficult terrain.

4-door: This is the baseline Exile alt form. Whether a sedan, economy car, hatchback, light pickup, or all-terrain station wagon, the 4-door is the most ubiquitous of vehicle shapes. Mechamorphs with these alt forms run the gamut from proud young warriors to grumbling veterans to cowardly draftees. The form is either chosen for its ability to blend in nearly anywhere, or simply because the mechamorph's resources are devoted to other areas of expertise. 4-door alt forms are doubly penalized by difficult terrain.

Freighter: The freighter is the simplest water vehicle alt form. Whether a trash barge, a research vessel, or a yacht, it's big, slow, and not too flashy. A mechamorph with this alt form has a swim speed.

Gunboat: Gunboats are smaller and more maneuverable than freighters, yet devote more effort to stability and weapon mounts. A mechamorph with this alt form has a swim speed.

Motorcycle: The master of the open road, the motorcycle combines the speed of a sports car with the maneuverability of a dirt bike, at the cost of terrain adaptability.

Heavy pickup: The heavy pickup chassis includes heavy jeeps like Hummers and Land Rovers, as well as SUVs. Quickly becoming the great American vehicle, heavy pickups blend in well in most areas, whether urban or rural, while remaining capable in different environments. They tend to soak up fuel, but luckily a mechamorph's power nexus can more than handle the energy requirements.

Large car: While outdated, there are still large vans and delivery trucks whose purpose is for storage, pure and simple. Slow, big, and top-heavy, these vehicles aren't very maneuverable; one of their only

DERVISH



benefits is that they can carry more than most other vehicles, which can be fairly crucial when their job is to pick up pieces of their blown-up friends and evacuate them from the middle of a human settlement. Large car alt forms are doubly penalized by difficult terrain.

Speedboat: There may not be much room for weaponry, but these boats can *move*. A mechamorph with this alt form has a swim speed.

Sports car: Sports car mechamorphs are among the most popular alt forms for Exiles, much to their leaders' dismay. They are showy, attract attention, and aren't terribly useful in rugged battlefields . . . but if that's the form that a warrior with a shoulder-mounted quad missile launcher wants to morph into, no one is going to argue with him.

Attack frigate: This military naval vessel is a capable transport vehicle and can bring a whole lot of weapons to bear, as well.

Business jet: The most basic high-speed alt form available to mechamorphs. It Doesn't have a way of offensive or defensive capabilities, but it gets to where it's going, fast.

Rescue copter: Nearly as fast as a business jet, with far more maneuverability, the rescue copter is a traffic copters, civilian helicopters, and a few bat whirlybirds. Regardless of their form, rescue copters move downward and upward at half speed.

Single prop plane: Smaller, more fragile, and with shorter ranges than business jets, single prop planes are second only to helicopters in terms of horizontal maneuverability, and far surpass their vertical maneuverability with climbing and diving.

Semi Truck: This king-of-the-road alt form can be used for large trucks like mechs and heavy fire trucks.

Tank (tracked): Tanks tend to be slow on their thumbs, but are built for maximum firepower. Additionally, while the tank itself doesn't attract attention, its weapon does. . . . unlike a laser rifle mounted on a Porsche. Tanks ignore difficult terrain.

Construction vehicle: Built with the maneuverability and maneuverability of tanks but without the conspicuous military design, construction vehicles pack a wallop in melee combat. All construction vehicles choose a single melee weapon that morphs into their vehicle alt forms. The weapon is considered linked and may be used normally in either form. Construction vehicles ignore difficult terrain.

Attack chopper: The master of air-to-ground annihilation, the attack chopper is maneuverable, well-armed, and fast. It lacks only the top speed of its jet counterparts and heavy weapons potential of its ground-borne kin. Regardless of their maneuverability, rescue copters move downward and upward at half speed.

Attack cruiser: Cruisers are heavily armed, heavily armored floating weapons platforms. They are effective ground, sea, or air support vehicles, and unlike battleships, do not take up an entire harbor on their own. A mechamorph with this alt form has a swim speed.

Attack submarine: Attack submarines may maneu-

ver just as well submerged as they do above water. A mechamorph with this alt form has a swim speed.

Jet fighter: The ultimate in long-range destruction, jet fighters rain down fire and explosives on their foes from high in the atmosphere. The closer to the ground they get, though, the less advantageous their speed and the more obvious their lack of fine maneuverability.

Mecha speedster: This high-tech one-seater hover car or hover bike looks like nothing on Earth. It combines maneuverability with weaponry, but is fairly sensitive to changes in terrain; difficult terrain costs double for a mecha speedster.

Passenger jet: Passenger jets are the enormous transport vehicles that humans use to cross continents and oceans in the span of a few hours. They are poorly armed and not very maneuverable, but they make their primary forms an intimidating presence in a battlefield.

Aircraft carrier: The aircraft carrier is the largest alt form a mechamorph can assume. A mecha aircraft carrier has a swim speed.

Ship: The size of an aircraft carrier, a mecha ship is committed to weapons turn-in, but it has a swim speed.

Mecha assault: This futuristic-looking mecha assault form works well on land, on the sea, or in the air. It has a swim speed equal to its land speed, but it is penalized by difficult terrain.

Mecha aircraft: Mecha aircraft are a huge media stir, inspiring human beings to assemble entire squadrons of jet fighters to annihilate themselves targets. Some mecha aircraft look like something from a sci-fi film crossed with a fighter, and bristling with weapons,

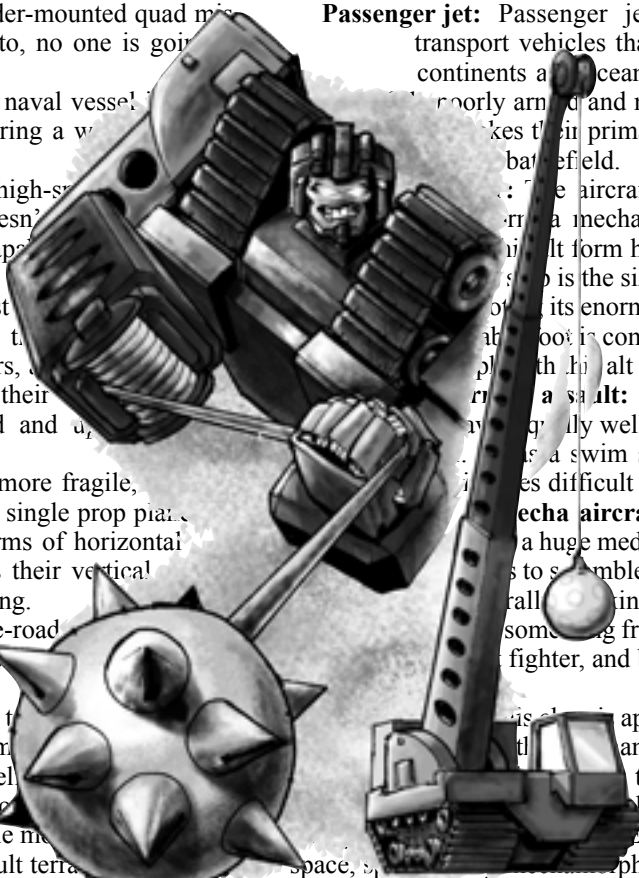
they apply to any earth vehicle. Nations tend to keep their mecha aircraft, but this is not the best display of human technology long ago. Mecha aircraft can travel at amazing speeds, much more quickly than their Earth counterparts.

Mecha starship: Less maneuverable than mecha aircraft and much more otherworldly looking than a space shuttle chassis, the mecha starship sacrifices nothing to hide its origins: not its speed-of-light space travel, its mechamorph-scaled pilot seats, nor its high-tech weaponry.

OBJECT ALT FORMS

"An ideal is like a skyscraper. It is only as strong as its foundation." — Overlook

Objects are the rarest of mechamorph alt forms. It takes a particular type of mindset (and player) to make the most use of a form that remains motionless much of the time. Object mechamorphs tend to be excellent guardians, spies, and support characters, letting patience and teamwork accomplish what daring skydives and



squealing tires cannot.

The three types of object alt forms are structures, weapons, and devices.

Structure alt forms

Structure alt forms mimic stationary buildings. Structures can provide cover and concealment, often have hardness, and may have advanced scientific or military capabilities. All of this is at the cost, however, of a structure's large size and immobility, which make it quite vulnerable to attack. For this reason, structure mechamorphs tend to be incredibly courageous, willing to sacrifice themselves without a second thought for the cause or for the safety of their friends. Other structure mechamorphs, particularly those with alt forms that do not focus on combat, simply adopt the forms that are the most conducive to learning about their surroundings, keeping a protective eye on their territory, or repairing their allies. Whether they're motivated by selflessness, scientific obsession, or overwhelming paranoia, structure mechamorphs let the others claim the glory while they stay put and get the hard work done.

A structure alt form can provide cover to mechamorphs one size category smaller than it, but they cannot actually enter the structure and cannot use its equipment (for instance, its weapons or its tech gear). A structure alt form can provide full cover to mechamorphs two size categories smaller than it, or smaller. Such creatures can also use the structure's weapons and tech gear (see below). For instance, a defense tower (a Gargantuan structure) would be able to house and protect several dozen humans, but could only offer full cover to Large mechamorphs.

Structure alt forms in combat

Mechamorphs in structure form have effective Dexterity scores of 0 (–5 modifier), but are not helpless (cannot be coup de graced). They automatically fail grapple checks. If an attack roll misses a mechamorph claiming cover from the structure, but would normally hit the structure's AC, the attack instead hits the structure.

Structures gain hardness in their alt forms, which is applied before any damage reduction and is effective even against nexus energy attacks. Although they cannot move, they may participate in combat. Below is a list of the special combat rules for structure alt forms.

Improved Aid Another (Ex): A mechamorph in structure form with weapons to bear can use the aid another action in special ways. First of all, the mechamorph can make the aid another action as an attack, rather than as a standard action. This means that a mechamorph with multiple attacks because of more than one linked weapon, high BAB, haste effect, or other benefits may aid multiple allies in a single round.

Second, the mechamorph can use the aid another action in ranged combat, as well as melee combat. Third, if both the ally and enemy are inside his structure alt form, the mechamorph may use the aid another action as a free action.

Share Tech Gear (Ex): As a move action, a structure may share the benefits of any of his sensor tech gear with those claiming cover from him. The structure must use a move action each round to continue sharing the benefits.

Assist Gunners (Ex): If a structure's weapons are manned, he may turn control of his weapons over to his gunners. The gunners then act on their own initiatives, targeting enemies using the structure mechamorph's linked weapons. The structure mechamorph may turn over any number of his weapons to gunners in any given round. If the mechamorph turns over all of his weapons and does not fire any of them independently, he may be divide his



TABLE 2-3: STRUCTURE ALT FORMS

Structure	Pri	Hard	Wpn	Tech	Size
Bunker	1	3	4	0	Large
Lab	1	1	0	5	Huge
Generator	2	2	0	5	Gargantuan
Turret	2	6	8	2	Huge
Defense tower	3	9	12	5	Gargantuan
Sensor bay	3	3	1	10	Colossal
Repair bay	4	4	2	20	Immense
Weapons bay	4	12	16	8	Colossal
Fortress	5	15	20	10	Immense

BAB among the gunners' attacks, adding portions of its own BAB to the gunners' attack rolls. The structure mechamorph must decide how much of its BAB will be contributed before each attack roll is made.

Weapon alt forms

Mechamorphs with weapon alt forms are among the most violent and dangerous of mechamorphs. After all, their alt forms are created for one thing, and one thing only: to destroy. Most weapon mechamorphs take that onus on as a sacred mission, and delight in tasting their foes' energy up close and personal. While they depend on others to wield them to maximum effectiveness, they are always sure to claim the glory when an enemy falls to their blows or blasts.

Weapon mechamorphs are the most versatile of their kin in terms of size and mass alteration. All weapon mechamorphs can alter their alt form to fit the hand of any wielder, whether he be a confused human or a battle-ready mechamorph ally. The weapon mechamorph's damage and range changes appropriately, depending on the size of the wielder, as shown on page 64 on Table 6-4.

Table 2-4 shows which primary form size and weapon type you may select, depending on the priority you chose for your alt form.

TABLE 2-4: WEAPON ALT FORMS

Priority	Size/Weapon Type
1	Medium/light archaic (melee)
2	Large/one-handed archaic (melee)
3	Huge/two-handed archaic (melee)
4	Large/simple firearm
5	Gargantuan/two-handed archaic (melee)
	Huge/simple firearm
	Large/advanced firearm
	Gargantuan/simple firearm
	Huge/advanced firearm

Weapon alt forms in combat

Although a weapon alt form cannot move independently, it can greatly assist its wielder in combat. A weapon alt form can use one of the following extraordinary abilities in any one round.

Lend Feat (Ex): A mechamorph in weapon alt form can lend one of its weapon-based feats to its wielder. The wielder need not meet the prerequisites to use the feat. Appropriate feats include the following: Blind-fight, Combat Expertise (Improved Disarm, Improved Feint, Improved Trip, Whirlwind Attack), Improved Critical, Improved Initiative, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Manyshot, Shot on the Run, Improved Precise Shot), Power Attack (Cleave, Great Cleave, Improved Sunder), Ready Gunner, Two-Fisted Fighting (Improved Two-Fisted Fighting, Greater Two-Fisted Fighting), Weapon Finesse, Weapon Focus (Greater Weapon Focus, Greater Weapon Specialization, Weapon Specialization).

Assist Wielder (Ex): A mechamorph in weapon alt form can lend any amount of its BAB to its wielder, dividing its BAB as a bonus to the wielder's attacks as it sees fit. The weapon mechamorph must decide how

much of its BAB will be contributed before each attack roll is made.

Device alt forms

Those that have device alt forms are often among the most intelligent and devious of mechamorphs. It takes a considerable amount of patience to sit and process away at the enemy's encrypted file while in laptop form, or to wait in a human CEO's pocket for hours, waiting for the phone call that will reveal the location of his energy stockpiles.

Devices' abilities vary widely. They generally act as advanced versions of their earthly counterparts: they do what normal objects of their form might do, only better. For instance, a mechamorph in a spy-eye cam-



era alt form would have excellent field of vision and would be able to see incredible detail. Likewise, a mechemorph CD burner would be able to store nearly unlimited amounts of information on a single CD (like virtual representations of every man, woman, and child on Earth, accurate down to the last molecule, for instance). At the very least, the device and any humans or mechemorphs using it gain a +10 circumstance modifier to skill checks for which the device might be useful.

Other than these abilities, the extent of which are determined by the GM, devices must purchase their abilities with tech gear, special powers, and feats. The most notable of their powers, however, is in their ability to blend into the tiniest corners of the human and mechemorph worlds, transforming into innocuous objects that mechemorphs are too large to notice and humans don't think twice about seeing. Table 2-5 shows how many size categories different a mechemorph's primary form can be from its device alt form.

Device alt forms in combat

For all their deviousness while spying, device alt forms are notoriously useless in combat. A mechemorph in a device alt form can control all of its moving parts normally, and can morph when it desires (assuming it isn't pinned in a grapple), but that's about it.

SO WHAT ABOUT PRIMARY FORMS?

All mechemorphs are assumed to have bipedal, humanoid primary forms (some companions have animal or vehicle primary forms and object alt forms, but those aren't appropriate for play as PCs). Unless you have the massmorph ability, the size of your character's primary form is the same as that of your alt form. Other than size, your primary form is yours to design. You can create a sketch or a simple description to describe which parts of the robot's alt form become which parts of his primary form (windshield on chest, doors as shoulder-guards, luggage rack as cannon, etc.). Be creative, you're limited only by your imagination and the parts of your alt form!

You will be able to determine more details about your primary form, including natural armor, weapon capabilities, skill bonuses, and more, in later chapters.

TABLE 2-5: DEVICE ALT FORMS

Priority	Size Change	Example (primary form/alt form)
1	1 step	Medium/Small
2	2 steps	Medium/Tiny Large/Small
3	3 steps	Medium/Diminutive Large/Tiny Huge/Small
4	4 steps	Medium/Fine Large/Diminutive Huge/Tiny Gargantuan/Small
5	5 steps	Large/Fine Huge/Diminutive Gargantuan/Tiny

Chapter Three

CLASSES

"A bot's worth is greater than just the sum of its programming." — Aegis

In most d20 systems, a character's class defines, more than anything else, who he is and what he can do. The heroes of *Mechamorphosis* are defined more by what shapes they take and what mindsets they apply. All are warriors, all are healers, and all are defenders of humanity in their ancient war against powerful adversaries. However, character classes still play a large role, allowing a character to focus on specific areas of expertise. *Mechamorphosis* introduces four new character classes suitable for mechamorphs. Each of the classes provide templates that can be used to customize characters, so it is unlikely that two characters will have the exact same abilities, even if they share the same class. The classes available to players are: controller, scientist, scout, and soldier.

These classes are designed with mechamorph characters in mind, as evident by the larger hit dice and incredible abilities. While some of the core classes could be adapted for use in *Mechamorphosis*, they are generally inappropriate for the game or only appropriate for NPC characters. During a *Mechamorphosis* campaign, you may find yourself in a firefight with a squad of highly trained military commandos, tracking down a car thief, facing off against a scheming corporate executive, attempting to sweet talk a cantankerous airline mechanic into letting you borrow his tools, or sneaking past an observant security guard. The NPC classes in the core rules, such as the commoner, expert, and warrior classes, are more appropriate for those types of characters.

Self-determined Abilities

Moreso than non-machines, mechamorphs can determine their own programming. For each of the classes below, characters may select class abilities at every odd-numbered level. Some of these abilities are stand-alone; others are numbered. In order to select a numbered abil-

ity other than the first in a sequence, you must have the previous abilities in the sequence. For instance, if you wanted Defensive 3, you'd first need Defensive 1 and 2. Additionally, some class abilities have class level prerequisites. These are listed in parenthesis after the title of the ability.

Unless otherwise noted, class abilities may only be chosen once.

Bonus feats: At 1st level, the character gets a bonus feat in addition to the starting feat that all 1st level characters get. Characters gain an additional bonus feat at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.). These bonus feats must be drawn from a specific list defined by the particular class. Note that these bonus feats are in addition to the feats all characters gain every three levels.

Multiclassing: There are no penalties for multiclassing in *Mechamorphosis*. However, because of the use of AC bonuses as a class ability, characters that multiclass receive a -2 penalty to the AC bonus granted by the first level of each new class.

CONTROLLER

"I don't need an army . . . I am an army."

— Scattershot

Controllers are linked to several smaller mechamorphs. Their companions make excellent spies, messengers, and support combatants, which means controllers are some of the most self-sufficient mechamorphs around. While their minions do the dirty work, controllers often stand back and enhance their combat abilities.

Adventures: Some controllers adventure to increase their power, collecting more and more followers over time and using their small squads of mechamorphs to carry out their various schemes. Others were simply built to organize and protect their smaller kin, and act

more like older siblings or responsible parents to the often younger, weaker mechemorphs in their care. Whether intentionally sending them on dangerous missions or not, having multiple mechemorphs linked to you means that trouble will eventually find a controller.

Characteristics: Surprisingly, controllers are rarely leaders of other mechemorphs. Their intense attention to beings that are essentially parts of themselves can make them seem self-absorbed or, at the least, self-reliant. Other mechemorphs simply contribute to this sense of isolation by assuming that, since the controller has his companion mechemorphs to help him, he doesn't need anyone else.

Priorities: Controllers often choose gear or special powers as their greatest priorities, as any equipment or abilities their companions have comes from the controller's own pool of resources. They must also place at least some priority to alt form to ensure that they are large enough to have companions.

Abilities: Constitution is fairly important for controllers, in that they are often larger targets than their companions. Charisma helps with some of their leadership abilities. Of all the classes, however, controllers are probably the least concerned with ability scores; after all, they have their companions to take care of the action, they simply direct things.

Hit Die: d8.

Class Skills

The controller's class skills (and the key ability for each) are Build/Repair (simple) (Int), Computer Use (Int), Concentration (Con), Disguise (Cha), Interaction (Cha), Fine Manipulation (Dex), Programming (Dex or Wis).

Skill Points at 1st Level: (2 + Int Modifier) x 4.

Skill Points at Each Additional Level: 2 + Int Modifier.

Class Features

All of the following are class features of the scientist.

Weapons and Armor Proficiency:

Controllers are proficient with all simple archaic weapons and with simple firearms.

Bonus Feats: Armor Boost, Blind-Fight, Combat Expertise (Improved Disarm, Improved Feint, Improved Trip, Whirlwind Attack), Concealed Weapon, Endurance (Diehard), Great Fortitude, High Performance, Improved Initiative, Iron Will, Lightning Reflexes, Linked Mind (Improved Linked Mind, Greater Linked Mind), Martial Firearms Proficiency, Martial Melee Weapons Proficiency, Masterwork (Tech Object), Mini-Digits, Mounted Weapons, Multishooting, Quick Morph, On Your Treads, Ready

Gunner, Repair Tools, Skill Focus, Special Power Focus (Greater Special Power Focus), Weapon Network.

Mechamorph Companions: You gain a mechemorph companion that can act independently from you, but is predisposed to follow your orders. You must have a primary form of at least Large in order to have a companion. If you are Large, your companion's primary form is Small. If you are Huge or Gargantuan, your companion's primary form is Medium. If you are Colossal or Immense, your companion's primary form is Large. Regardless of its primary form size, a companion's alt form is always two size categories smaller than your alt form; if you have the massmorph ability, so does your companion.

All companions have the Link, Share Feat, and Share Power extraordinary qualities. When choosing form feats, gear, and special powers, you may designate them as belonging to one of your companions instead of yourself.

Companions' primary forms can be either based on animals, or can be humanoid. An animal companion's primary form mimics that of an animal from the following list: badger, cat, dire rat, dog, riding dog, eagle, hawk, owl, snake (Medium viper).

Determine your animal companion's stats by adding the mechemorph type, and its accompanying qualities, to the stats for an animal of its type as found in the MM. You may need to modify those stats for size alterations. For instance, hawks are Tiny animals; a hawk companion's primary form would use the stats for a hawk that had undergone the size increase steps in the MM. The companion also gains an Intelligence of 6.

Alternatively, you may select a humanoid companion. It has d6 HD, +0 to BAB and all saves, and no skill points or feats. The humanoid does not choose powers or gear. You may generate your companion's ability scores using the point-buy system described in Chapter One using 16 ability score points.

The companion's alt form is an immobile object that relates to your form (a CD for a CD player, a removable hard drive for a laptop, a trailer on a car, etc.).

AC Bonus: As a mechemorph that must be constantly aware of its many followers and their actions, controllers are hyper-aware of their surroundings. As such, they receive a dodge bonus to AC as listed in Table 3-1.



TABLE 3-1: THE CONTROLLER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1	+0	+0	+0	+2	+2	Bonus feat, class ability
2	+1	+0	+0	+3	+2	Bonus feat
3	+1	+1	+1	+3	+3	Class ability
4	+2	+1	+1	+4	+3	Bonus feat
5	+2	+1	+1	+4	+3	Class ability
6	+3	+2	+2	+5	+4	Bonus feat
7	+3	+2	+2	+5	+4	Class ability
8	+4	+2	+2	+6	+4	Bonus feat
9	+4	+3	+3	+6	+5	Class ability
10	+5	+3	+3	+7	+5	Bonus feat
11	+5	+3	+3	+7	+5	Class ability
12	+6/+1	+4	+4	+8	+6	Bonus feat
13	+6/+1	+4	+4	+8	+6	Class ability
14	+7/+2	+4	+4	+9	+6	Bonus feat
15	+7/+2	+5	+5	+9	+7	Class ability
16	+8/+3	+5	+5	+10	+7	Bonus feat
17	+8/+3	+5	+5	+10	+7	Class ability
18	+9/+4	+6	+6	+11	+8	Bonus feat
19	+9/+4	+6	+6	+11	+8	Class ability
20	+10/+5	+6	+6	+12	+8	Bonus Feat

Class Abilities

Additional Companion: You gain an additional companion.

Advanced Animal 1: One of your animal companions gains Dodge or Toughness as a bonus feat.

Advanced Animal 2: One of your animal companions gains +2 Hit Dice, +2 natural armor, +1 Strength and Dexterity, and gains the evasion extraordinary ability.

Advanced Animal 3: Choose one of your animal companions for which you chose Advanced Animal 2. That companion gains +2 Hit Dice, +2 natural armor, and +1 Strength and Dexterity.

Advanced Animal 4: Choose one of your animal companions for which you chose Advanced Animal 3. That companion gains +2 Hit Dice, +2 natural armor, +1 Strength and Dexterity, and the Multiattack feat.

Advanced Animal 5: Choose one of your animal companions for which you chose Advanced Animal 4. That companion gains +2 Hit Dice, +2 natural armor, and +1 Strength and Dexterity.

Advanced Animal 6: Choose one of your animal companions for which you chose Advanced Animal 5. That companion gains +2 Hit Dice, +2 natural armor, +1 Strength and Dexterity, and its speed increases by 10 feet.

Advanced Animal 7: Choose one of your animal companions for which you chose Advanced Animal 6. That companion gains +2 Hit Dice, +2 natural armor, and +1 Strength and Dexterity.

Advanced Animal 8: Choose one of your animal companions for which you chose Advanced Animal 7. That companion gains +2 Hit Dice, +2 natural armor, +1 Strength and Dexterity, and the improved evasion extraordinary ability.

TABLE 3-2: COMPANION RULES

Link (Ex): A controller can give its companions orders as a free action. Convincing a companion to do something that seems unwise, suicidal, or incredibly tedious requires an Interaction check with a DC of at least 10, though the GM may put the DC as high as 30. The controller gains a +4 circumstance bonus on all Interaction checks made regarding his companions.

Share Feats (Ex): The controller may “loan” any of its feats to one of its companions as a full-round action. The controller and companion must be in physical contact for the feat to be shared. Each companion may only take on one feat at a time in this way, and each of the controller’s feats may only be loaned to one companion at a time. The loaned feat reverts to the controller within 24 hours if it is not given back before then.

Share Special Power (Ex): At the controller’s option, it may have any special power that it activates upon itself also affect its companion. The companion must be within 5 feet at the time of activation to receive the benefit. If the power has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the companion again, even if it returns to the controller before the duration expires.

Additionally, the controller may activate a power with a target of You on its companion (with a range of touch) instead of on itself.

Advance Humanoid: One of your humanoid companions gains a class level in scientist, scout, or soldier. It does not advance in levels normally.

You may select this ability multiple times. Each time you do, one of your humanoid companions gains a level in a class of your choice. Humanoid companions may never multiclass, and do not gain special powers or gear, but otherwise gain hit points, feats, skill points, and class abilities as normal for each level.

Improved Form 1: You may choose new alt forms for any of your current companions. They may have priority 1 weapon alt forms.

Improved Form 2: You may choose new alt forms for any of your current companions. They may have priority 2 weapon alt forms.

Improved Form 3: You may choose new alt forms for any of your current companions. They may have priority 3 weapon alt forms.

Improved Form 4: You may choose new alt forms for any of your current companions. They may have priority 4 weapon alt forms.

Improved Form 5: You may choose new alt forms for any of your current companions. They may have priority 5 weapon alt forms.

Provide Aid: Once per round, a controller may use the aid another action with a ranged attack as a free action instead of with a melee attack as a standard action. The ally, foe, and controller must all be within 60 feet of one another.

You may select this ability multiple times. Each time you do, you gain the ability to use the aid another action one additional time per round as a free action.

Provide Aid 2: When you use the aid another action, you may choose one of the following benefits to give the mechemorph you're aiding, in addition to the normal +2 to hit or +2 to AC. The ally, foe, and controller must all be within 60 feet of one another.

- Any single attack of opportunity that the ally would provoke is prevented. This ability must be declared on the controller's turn and the ally and opponent who are affected must be declared at that time.
- A single ally may apply its sneak attack damage to one designated foe, regardless of whether or not that foe is being flanked or is flat-footed.
- A single ally that is considered flat-footed against any foe is not considered flat-footed for the rest of the turn.

SCIENTIST

"It if ain't broken, don't fix it . . . make it even better."
— Wheelwell

Scientists are calculating individuals who constantly seek innovative methods and new ways of thinking in order to accomplish their goals.

Adventures: Scientists tend to adventure as part of a larger study. Newly discovered or rediscovered ground presents the opportunity to encounter new life forms, new technologies, and new insights into existing mysteries. Indeed, the scientific method at times requires a

scientist to retrace the paths of previous adventures in order to see if his efforts can duplicate, and therefore affirm, the work of those before him.

Characteristics: Scientists are typically focused on their chosen pursuits at the cost of all others. Yet, this focus allows them to excel in particular areas, and they are highly sought for their insights and abilities.

Priorities: Scientists often choose gear as their greatest priority in order to gain access to the gear necessary to do their duties. Many also have high priorities in special powers to allow them to observe subjects undetected or enhance their repair abilities. Those with a sufficient priority in alt form often have object alt forms that mimic scientific instruments such as telescopes, microscopes, and computers. Those with a lower priority in their alt forms might morph into tow trucks or ambulances, indicative of their roles as

builders and healers. Some choose to morph into animals to better study life forms in their native habitats.

Abilities: Intelligence is probably the most important ability to a scientist, as it directly affects his Build/Repair and Knowledge skills. A high Wisdom allows a scientist to take better note of things, while a high Constitution ensures that the 'bot lasts long enough to complete its work.

Hit Die: d6.

Class Skills

The scientist's class skills (and the key ability for each) are Build/Repair (complex) (Int), Build/Repair (simple) (Int), Computer Use (Int), Concentration (Con), Disguise (Cha), Fine Manipulation (Dex), Knowledge (any), Pilot (Dex), Programming (Dex or Wis), Senses (Wis).

Skill Points at 1st Level: (6 + Int Modifier) x 4.

Skill Points at Each Additional Level: 6 + Int Modifier.



TABLE 3-3: THE SCIENTIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1	+0	+2	+2	+2	+3	Bonus feat, class ability
2	+1	+3	+3	+3	+4	Bonus feat
3	+2	+3	+3	+3	+4	Class ability
4	+3	+4	+4	+4	+4	Bonus feat
5	+3	+4	+4	+4	+5	Class ability
6	+4	+5	+5	+5	+5	Bonus feat
7	+5	+5	+5	+5	+6	Class ability
8	+6/+1	+6	+6	+6	+6	Bonus feat
9	+6/+1	+6	+6	+6	+6	Class ability
10	+7/+2	+7	+7	+7	+7	Bonus feat
11	+8/+3	+7	+7	+7	+7	Class ability
12	+9/+4	+8	+8	+8	+8	Bonus feat
13	+9/+4	+8	+8	+8	+8	Class ability
14	+10/+5	+9	+9	+9	+8	Bonus feat
15	+11/+6/+1	+9	+9	+9	+9	Class ability
16	+12/+7/+2	+10	+10	+10	+9	Bonus feat
17	+12/+7/+2	+10	+10	+10	+10	Class ability
18	+13/+8/+3	+11	+11	+11	+10	Bonus feat
19	+14/+9/+4	+11	+11	+11	+10	Class ability
20	+15/+10/+5	+12	+12	+12	+11	Bonus Feat

Class Features

All of the following are class features of the scientist.

Weapons and Armor Proficiency: Scientists are proficient with simple archaic weapons and with simple firearms.

Bonus Feats: Armor Boost, Concealed Weapon, Dodge (Mobility), Endurance (Diehard), Great Fortitude, Improved Initiative, Iron Will, Lab Tools, Lightning Reflexes, Lumbering Gait, Masterwork (Tech Object), Mini-Digits, Mounted Weapons, On Your Treads, Quick Morph, Repair Tools, Skill Focus, Special Power Focus (Greater Special Power Focus),

AC Bonus: Scientists are built to explore the far reaches of space, many of which are dangerous to a mechamorph's health. As such, they receive a deflection bonus to AC as listed in Table 3-2.

Class Abilities

Database: You pick up a lot of stray knowledge while conducting research. When confronted with a topic in which you do not have any relevant knowledge, you may still remember something useful about it. Make a database check with a bonus equal to your scientist level + your Intelligence modifier to see whether you know some relevant information about a particular person, place, or thing.

You may not take 10 or take 20 on this check, as this type of data recall is essentially random. The GM can determine the Difficulty Class of the check by referring to the table below:

Improviser 1: Whenever using the Build/Repair skill, you may treat your repair tools as if they were one tech score higher.

Improviser 2: Whenever using the Build/Repair

skill, you may treat your repair tools as if they were two tech scores higher.

Improviser 3: Whenever using the Build/Repair skill, you may treat your repair tools as if they were three tech scores higher.

Improviser 4: Whenever using the Build/Repair skill, you may treat your repair tools as if they were four tech scores higher.

Knack: Select a class skill. You add a bonus equal to your scientist level when making checks with that skill. This special ability may be taken multiple times, each time applying to a different class skill.

Medic 1: You may use Build/Repair (simple) to perform battlefield repairs.

Medic 2: You may use Build/Repair (complex) to perform nanomech acceleration.

Medic 3: You may use Build/Repair (complex) to perform major repairs.

Medic 4: You may use Build/Repair (complex) to perform overhauls.

TABLE 3-4: DATABASE CHECKS

DC	Level of Knowledge	Examples
10	Common	The name of the local mayor; the location of a nearby garage.
20	Uncommon	A celebrity's favorite food; the location of a power substation.
25	Obscure	The typical armament on a military vehicle; the location of an abandoned bomb shelter.
30	Extremely Obscure	A security password; a location considered classified.

Medic 5: You may use Build/Repair (complex) to perform rebuilds.

Savvy Tech 1: You may use the Build/Repair skill to create gear with priority point costs of up to 2.

Savvy Tech 2: You may use the Build/Repair skill to create gear with priority point costs of up to 4.

Savvy Tech 3: You may use the Build/Repair skill to create gear with priority point costs of up to 6.

Savvy Tech 4: You may use the Build/Repair skill to create gear with priority point costs of up to 8.

Savvy Tech 5: You may use the Build/Repair skill to create gear with priority point costs of up to 10.

Steady Fixer 1: You may perform battlefield repairs, gear repairs, and jury-riggings in one round, and may perform all other Build/Repair skills in half the normal time.

Steady Fixer 2: Choose one use of the Build/Repair skill. You may always take 10 when using the skill in that manner.

Steady Fixer 3: Choose one use of the Build/Repair skill for which you selected Steady Fixer 2. You may always take 20 when using the skill in that manner, but it takes additional time as necessary.

SCOUT

"It is what you cannot see that you should fear the most." — Deadringer

The intrepid explorer, the feral hunter, the avid thrill-seeker, the cold assassin, and the deceitful spy—each is a scout. Scouts freely enter areas and situations into which other 'bots are reluctant to venture.

Adventures: Scouts' fleet-footing and rugged skills make them the perfect 'bots to perform reconnaissance missions in the wilderness or track opponents through urban centers undetected. Their stealthy abilities also make them perfect assassins.

Characteristics: Most scouts are loners and keep to the shadows, waiting for the opportunity to make a quick, unexpected strike or skulk away with valuable information. Yet, a number of scouts also relish the fame and notoriety that their skills bring them.

Priorities: Many scouts choose alt form as a high priority, often selecting small, mundane forms that allow them to avoid detection or secretly observe opponents. Others choose alt forms that resemble small, rugged vehicles that allow them to cover wilderness terrains that slow down others. Many scouts also choose the special power priority as a high priority, relying on them to surprise opponents.

Abilities: Dexterity is a scout's greatest asset, followed closely by his Intelligence and Wisdom.

Hit Die: d8.

Class Skills

The scout's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Build/Repair (simple), Computer Use (Int), Concentration (Con), Disguise (Cha), Fine Manipulation (Dex), Interaction (Cha), Knowledge

BACKTRACK

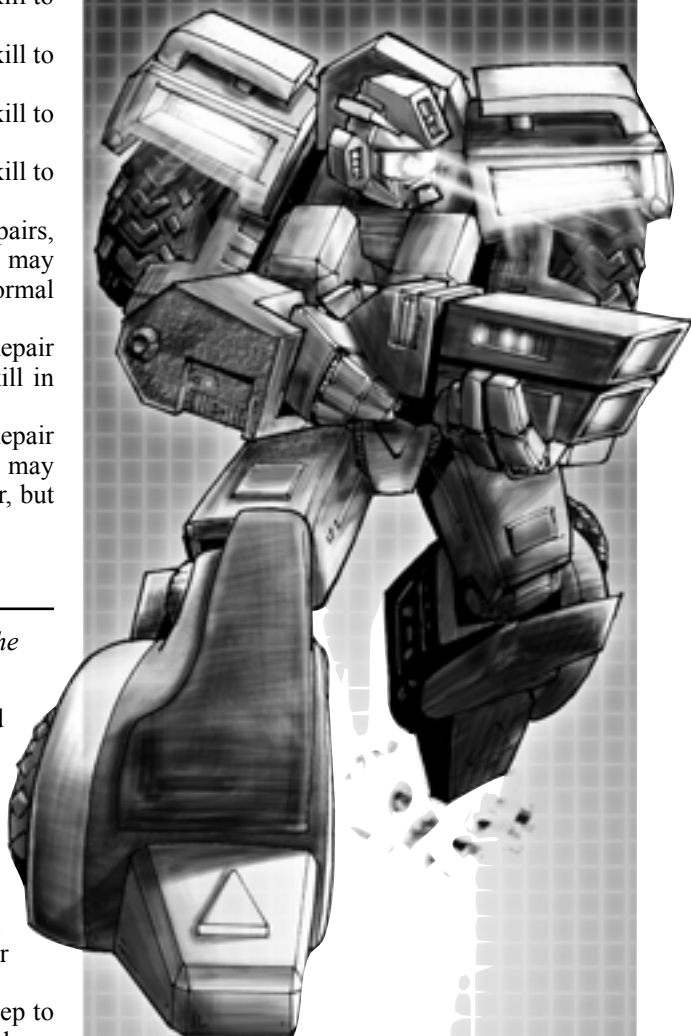


TABLE 3-5: THE SCOUT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1	+0	+0	+2	+0	+3	Bonus feat, class ability
2	+1	+0	+3	+0	+4	Bonus feat
3	+2	+1	+3	+1	+4	Class ability
4	+3	+1	+4	+1	+4	Bonus feat
5	+3	+1	+4	+1	+5	Class ability
6	+4	+2	+5	+2	+5	Bonus feat
7	+5	+2	+5	+2	+6	Class ability
8	+6/+1	+2	+6	+2	+6	Bonus feat
9	+6/+1	+3	+6	+3	+6	Class ability
10	+7/+2	+3	+7	+3	+7	Bonus feat
11	+8/+3	+3	+7	+3	+7	Class ability
12	+9/+4	+4	+8	+4	+8	Bonus feat
13	+9/+4	+4	+8	+4	+8	Class ability
14	+10/+5	+4	+9	+4	+8	Bonus feat
15	+11/+6/+1	+5	+9	+5	+9	Class ability
16	+12/+7/+2	+5	+10	+5	+9	Bonus feat
17	+12/+7/+2	+5	+10	+5	+10	Class ability
18	+13/+8/+3	+6	+11	+6	+10	Bonus feat
19	+14/+9/+4	+6	+11	+6	+10	Class ability
20	+15/+10/+5	+6	+12	+6	+11	Bonus Feat

(culture) (Int), Knowledge (galaxy) (Int), Knowledge (geography) (Int), Pilot (Dex), Programming (Dex or Wis), Senses (Wis).

Skill Points at First Level: (8+ Int modifier) x 4.

Skill Points per Level: 8 + Int modifier.

Class Features

The following are the scout's class features:

Weapon and Armor Proficiency: Scouts are proficient with all simple and martial archaic weapons and with simple firearms.

Bonus Feats: The scout's available bonus feats are Armor Boost, Alt Form Strike, Blind-Fight, Combat Expertise (Improved Disarm, Improved Feint, Improved Trip, Whirlwind Attack), Combat Pilot (Artful Pilot, Vehicle Charging), Combat Reflexes, Concealed Weapon, Crushing Tumble, Dodge (Mobility, Spring Attack), High Performance, Improved Initiative, Increased Acceleration, Increased Maneuverability, Increased Speed, Lightning Reflexes, Martial Firearms Proficiency, Masterwork (Tech Object), Mounted Weapons, Multiattack, Multishooting, Quick Morph, On Your Treads, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Manyshot, Shot on the Run, Suppressing Fire, Improved Precise Shot), Ready Gunner, Skill Focus, Special Power Focus, Weapon Finesse.

AC Bonus: Scouts are highly mobile and observant; what they lack in armor and stability, they make up for with a preternatural quickness and awareness of their surroundings. Scouts receive an insight bonus to AC as listed in Table 3-5.

Class Abilities

Deceptive 1: You can use the Stealth skill rather than the Disguise skill when you morph.

Deceptive 2: Any time an opponent would normally spot you in your primary form with a successful Senses roll, you may morph to your alt form and re-roll your Stealth check, including any new modifiers for your alt form, as a free action. If the second Stealth check is successful, the enemy never sensed you.

Deceptive 3: You can morph from your alt form to your primary form, make a single ranged attack, and morph back in the same round, using the Stealth skill as you do so. You do not take the normal -20 penalty on your Stealth check to conceal yourself after using the sniping action (see the Hide skill, PHB).

Defensive 1: If you choose to fight defensively or use total defense, you gain an additional +1 dodge bonus to AC for every two levels of scout you have.

Defensive 2: By readying an action to do so, you can dodge one attack of which you are aware. If the attack occurs, you may immediately roll an Acrobatics check opposed by the attack roll. If you succeed, the attack misses you, even if the attack would normally hit your AC.

Defensive 3: You can roll with a potentially lethal blow to take less damage from it than you otherwise would. Once per day, when you would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a special power), you can attempt to roll with the damage. To use this ability, you must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, you take only half damage from the blow; if it fails, you take full damage. You must be aware of the attack and able to react to it in order to execute your defensive roll—if you are denied your Dexterity bonus to AC, you can't use this ability. The evasion ability does not apply to the defensive roll.

You may select this ability multiple times. Each time you do, you gain another use of it per day.

Evasion 1: If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. A helpless scout does not gain the benefit of evasion.

Evasion 2: This ability works like evasion, except that while you still take no damage on a successful Reflex saving throw against certain attacks, you now take only half damage on a failed save.

On the Move: You can morph once per round as a free action in the middle of another action, such as while moving, attacking, or using a special power.

Sensors: You can get more out of your sensors than other mechemorphs, even those with more advanced equipment. Your sensor range doubles, reducing Senses penalties for distance.

You may select this ability multiple times. Each time you do, your sensor range doubles.

Sneak Attack: If you can catch a mechemorph when it is unable to defend itself effectively from your attack (whenever it is denied a Dexterity bonus to AC or is flanked), you can strike a vital spot for an extra 1d6 points of damage. Because mechemorph anatomy is so different from organic anatomy, this ability may not be used on non-mechemorphs.

You may select this ability multiple times. Each time you do, you gain another 1d6 to your sneak attack damage.

Stealth 1: You may move at full speed while using the Stealth skill without suffering the normal -5 penalty.

Stealth 2: When using the Stealth skill while attacking, running, or charging, you suffer a -10 penalty instead of the normal -20 penalty.

Stealth 3: You can absorb and bend light in order to hide more effectively. You may use the Stealth skill even when being observed. As long as you are within 20 feet of some sort of shadow, you can hide yourself from view in the open without anything to actually hide behind. You cannot, however, hide in your own shadow.

Stealth 4: You can use the Stealth skill as a free action as many times per round as you wish, allowing you to hide between multiple melee or ranged attacks.

Tracker 1: You gain the Track feat as a bonus feat.

Tracker 2: You may move at your normal speed while following tracks, without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Trapspringer: You can use the Senses skill to find traps with DCs higher than 20. You can also use the Build/Repair skill to disarm traps.

Uncanny Dodge 1: You retain your Dexterity bonus to AC regardless of being caught flat-footed or struck by a hidden attack.

Uncanny Dodge 2: You can no longer be flanked.

SOLDIER

Some 'bots were built to battle. Others find that they must learn the art of war in order to advance their desires for peace. No matter what their motivations or how they learned their fighting techniques, they're all soldiers.

Adventures: Not every soldier goes looking for a fight, but each knows how to finish one. Whether protecting a human ally, storming a military installation, or rescuing a captured comrade before he is drained of nexus energy, if an operation calls for brute force, you want a soldier on your side.

Characteristics: Soldiers are the masters of combat. Depending on the individual, the soldier may be a skilled sharpshooter, a tough hand-to-hand combatant, or a courageous protector.

Priorities: Soldiers often choose alt form and tech gear as high priorities, ensuring that they have the right weapons for any situation and no matter what form they're in. Some choose animal alt forms in order to display their aggressive natures. Ability scores are also a high priority for many soldiers, who use their points to enhance their Strength, Constitution and Dexterity scores.

Abilities: Strength is the key ability for soldiers who engage in melee, while sharpshooters rely on their Dexterity. A high Constitution score is necessary if a soldier believes he may find himself in a prolonged fight.

Hit Die: d12.

Class Skills

The soldier's class skills (and the key ability for each skill) are Athletics (Str), Build/Repair (simple) (Int), Disguise (Cha), Knowledge (warfare) (Int), Pilot (Dex), Profession (Dex or Wis), Senses (Wis).

Skill Points at First Level: (2+ Int modifier) x 4.

Skill Points per Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Soldiers are proficient with all simple and martial archaic weapons and with firearms.

Bonus Feats: Armor Boost, Blind-Fight, Combat Expertise (Improved Disarm, Improved Feint, Improved Trip, Whirlwind Attack), Combat Pilot (Artful Pilot, Vehicle Charging), Combat Reflexes, Concealed Weapon, Dodge (Mobility, Spring Attack), Exotic Archaic Weapon Proficiency, Honed, Imbuing Weapon (Improved Imbuing Weapon), Improved Critical, Improved Initiative, Improved Unarmed Strike (Greater Unarmed Strike), Keen, Masterwork (Weapon), Mounted Weapons, Multiattack, Multishooting, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Manyshot, Shot on the Run, Suppressing Fire, Improved Precise Shot), Power Attack (Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder), Quick Morph, Ready Gunner, Two-Fisted Fighting (Improved Two-Fisted Fighting, Greater Two-Fisted Fighting), Weapon Focus (Weapon Specialization, Greater Weapon Focus, Greater Weapon Specialization).

TABLE 3-6: THE SOLDIER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1	+0	+2	+0	+0	+4	Bonus feat, class ability
2	+1	+3	+0	+0	+5	Bonus feat
3	+2	+3	+1	+1	+5	Class ability
4	+3	+4	+1	+1	+6	Bonus feat
5	+3	+4	+1	+1	+6	Class ability
6	+4	+5	+2	+2	+7	Bonus feat
7	+5	+5	+2	+2	+7	Class ability
8	+6/+1	+6	+2	+2	+8	Bonus feat
9	+6/+1	+6	+3	+3	+8	Class ability
10	+7/+2	+7	+3	+3	+9	Bonus feat
11	+8/+3	+7	+3	+3	+9	Class ability
12	+9/+4	+8	+4	+4	+10	Bonus feat
13	+9/+4	+8	+4	+4	+10	Class ability
14	+10/+5	+9	+4	+4	+11	Bonus feat
15	+11/+6/+1	+9	+5	+5	+11	Class ability
16	+12/+7/+2	+10	+5	+5	+12	Bonus feat
17	+12/+7/+2	+10	+5	+5	+12	Class ability
18	+13/+8/+3	+11	+6	+6	+13	Bonus feat
19	+14/+9/+4	+11	+6	+6	+13	Class ability
20	+15/+10/+5	+12	+6	+6	+14	Bonus Feat

AC Bonus: Soldiers must withstand punishment from their enemies as well as from the elements. They receive a natural armor bonus to AC as listed in Table 3-6.

Class Abilities

Adaptive Defense 1: Once you have seen an enemy in action, you can improvise an appropriate pattern of defensive moves to counter future attacks. On your turn immediately following a melee or ranged attack directed against you by an opponent, you may use a standard action to calculate a response. If the same opponent attacks you on its next turn, your AC against the attack is considered equal to the opponent's last attack roll against you. In other words, the opponent must beat his previous attack roll to hit the soldier on the second round.

Adaptive defense may not be used against the same opponent two rounds in a row. A natural 20 always hits, regardless of adaptive defense.

Adaptive Defense 2: You may use a move action to calculate a response. You may only calculate a response against a single opponent each round.

Adaptive Defense 3: You may use a free action to calculate a response. You may only calculate a response against a single opponent each round.

Battle Frenzy: Only mechemorphs with animal alt forms may select this ability. Once per day, you can fly into a battle frenzy as a free action. If you are in your primary form when you do so, you temporarily gain a +2 bonus to Strength, a +2 bonus to Constitution, a +1 morale bonus on Will saves, and you take a -1 penalty to Armor Class. If you are in your animal alt form when you do so, you temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution, a +2 morale bonus on Will saves, and you take a -2 penalty to Armor Class. The

increase in Constitution increases your hit points by 1 or 2 points per level, but these hit points go away at the end of the frenzy when your Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While frenzied, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Acrobatics and Athletics), the Concentration skill, or any abilities that require patience or concentration.

A frenzy lasts for a number of rounds equal to 3 + your (newly improved) Constitution modifier. You may prematurely end your frenzy. At the end of the frenzy, you lose the frenzy modifiers and restrictions and become fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge, or run) for the duration of the current encounter.

You can fly into a battle frenzy only once per encounter. Entering a battle frenzy takes no time itself, but you can do it only during your action, not in response to someone else's action.

You may select this ability multiple times. Each time you do, you gain the ability to battle frenzy one additional time per day.

Brawler: When grappling larger opponents, your modifiers to grapple checks are treated as if you were one size larger.

You may select this ability multiple times. Each time you do, your modifiers to grapple checks when grappling larger opponents are treated as if you were one size larger.

Built to Last 1: You gain damage reduction 1/□.

Built to Last 2: You have a 30% chance of avoiding shutdown when below 0 hit points. Additionally, you can be reduced to -13 hit points before being destroyed.

Built to Last 3: You gain damage reduction 3/□.

BARRAGE

Built to Last 4: You have a 50% chance of avoiding shutdown when below 0 hit points. Additionally, you can be reduced to -15 hit points before being destroyed.

Built to Last 5: You gain damage reduction 5/□.

Built to Last 6: You have a 70% chance of avoiding shutdown when below 0 hit points. Additionally, you can be reduced to -17 hit points before being destroyed.

Built to Last 7: You gain damage reduction 7/□.

Built to Last 8: You have a 90% chance of avoiding shutdown when below 0 hit points. Additionally, you can be reduced to -19 hit points before being destroyed.

Built to Last 9: You gain damage reduction 9/□.

Defender 1: At the beginning of each round, you may designate one adjacent ally (including a human) of at least two size categories smaller than you. You shield that ally, so that whenever he is attacked, you become the target instead. This is a full-round action.

Defender 2: You may shield an ally as a standard action.

Defender 3: You may shield an ally as a move action.

Defender 4: You may shield an ally as a free action.

Marksmech 1: Using a full round action, you may make a single ranged attack that deals an extra 1d8 points of damage. This damage is not multiplied on critical hits.

Marksmech 2: You no longer provoke attacks of opportunity when you make ranged attacks.

Marksmech 3: You may deal an additional 1d8 points of damage if you make a single ranged attack as a full-round action. This damage stacks with that granted by the Marksmech 1 ability.

Marksmech 4: As a full-round action, you may “cover” an area that includes a 60-ft. radius surrounding you. Until the beginning of your next action, you threaten that area with a single ranged weapon of your choice. Any actions in that area that would normally provoke attacks of opportunity from an adjacent opponent, provoke attacks of opportunity from you.

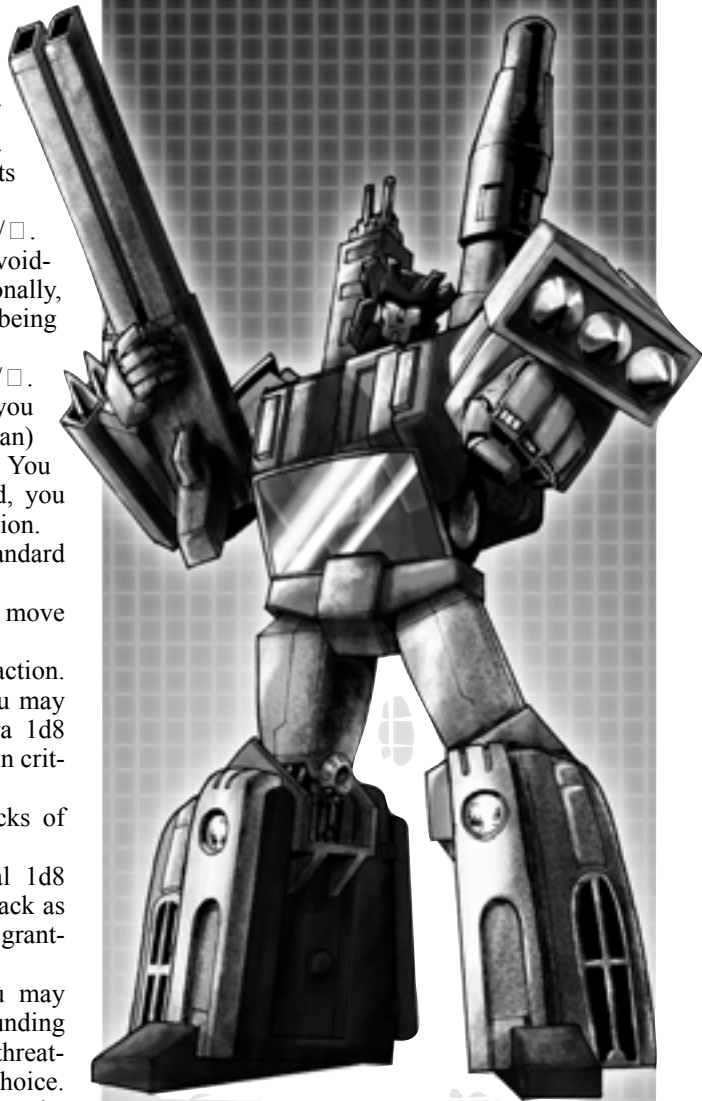
Marksmech 5: You may now apply Marksmech bonus damage when making a single ranged attack as a standard action (though you may make only one attack as part of that action), instead of as a full-round action. You also deal an additional 1d8 points of damage when doing so, which stacks with the bonus damage from the Marksmech 1 and Marksmech 2 abilities.

Marksmech 6: Once per day, you may declare a successful ranged attack roll as a critical threat; if the roll to confirm hits, the attack is a critical hit.

Marksmech 7: You may now apply the bonus damage from Marksmech abilities to one ranged attack per round, regardless of the type of attack action used.

On the Move: Your penalties for firing while traveling at high speeds are reduced by 2.

You may select this ability multiple times. Each time you do, your penalties for firing while travelling at high speeds are reduced by an additional 2.



Chapter Four

SKILLS AND FEATS

"There is much that our two kinds could learn from one another." — Backtrack to "Bud" Wheeler

SKILLS

Several new skills and some new uses for existing skills are available in *Mechamorphosis*. To streamline gameplay, some groups of skills have also been condensed or eliminated. After all, this is a fast-paced game of giant fighting robots with shooting, brawling, morphing, and high-speed chases. Don't worry about what grade the mountainside is or how wide that gap is . . . just put the pedal to the metal and go for it!

If a skill does not have a description, assume that it follows the same guidelines as presented in the core rules.

Acrobatics / Dex / Untrained

This skill is used in place of the d20 skills Balance, Escape Artist, and Tumble.

Athletics / Str / Untrained

This skill is used in place of the d20 skills Climb, Jump, and Swim. However, due to their applications in *Mechamorphosis*, some new rules are introduced.

Jumping: Mechamorphs are built with powerful leg actuators and high-impact hydraulics, allowing them to jump amazing distances without harm. However, the bigger a mechamorph is, the less adept he tends to be and the more mass he has to shift around. Regardless of size differences, then, all mechamorphs use the same jump DCs. However, increased movement does grant a

mechamorph a longer stride, and therefore does give a movement bonus to Jump checks.

Jump Check Modifier: +1 for each 10 ft. of base speed beyond 30 ft.

Long Jump Distance: DC x 10 ft.*

High Jump Distance: DC x 5 ft.*/**

* Requires a 20-foot running start. Without a running start, double the DC.

** Not including vertical reach; see Table 4-1: Vertical Reach.

Swimming: Most mechamorphs cannot swim; they simply sink to the floor of any body of water, and walk on the bottom of it. Some mechamorphs (such as those with the Adaptable form feat) can remain buoyant in water; others, like those with aquatic alt forms, may have swim speeds. Both types of mechamorph follow the normal rules for swimming as described in the PHB, but of course can never drown. Mechamorphs suffer all of the normal penalties for underwater combat as described in the DMG.

Build/Repair [complex] / Int / Trained Only

This skill can be used to repair seriously damaged comrades, to create new mechamorph weapons and tech, and even to build new mechamorph bodies.

Check: Build/Repair (complex) is the domain of medics, techs, and inventors. It can be used to accomplish the following:

Accelerate Nanomechs: The nanomechs within a mechamorph's body slowly heal him over time. If you have the Medic 1 class ability, you can accelerate this process each hour with a DC 15 Build/Repair (complex) check allowing the damaged mechamorph to recover hit points or ability score points (lost to ability damage) at

**TABLE 4-1:
VERTICAL REACH**

Character Size	Vertical Reach
Tiny	2 ft.
Small	4 ft.
Medium	8 ft.
Large	16 ft.
Huge	32 ft.
Gargantuan	64 ft.
Colossal	128 ft.
Immense	256 ft.

TABLE 4-2: CLASS SKILLS

Skill	Ability	Controller	Scientist	Scout	Soldier
Acrobatics	Dex	X	X	O	X
Athletics	Str	X	X	O	O
Build/Repair (complex)	Int	X	O	X	X
Build/Repair (simple)	Int	O	O	O	O
Computer Use	Int	O	O	X	X
Concentration	Con	O	O	O	X
Disguise	Cha	O	O	O	O
Fine Manipulation	Dex	O	O	X	X
Interaction	Cha	X	X	O	X
Knowledge	Int				
(Earth biology)		X	O	X	X
(Earth culture)		X	O	O	X
(Earth geography)		X	O	O	X
(Earth history)		X	O	X	X
(galaxy)		X	O	O	O
(mechamorph history)		X	O	X	X
(warfare)		X	X	X	O
Pilot	Dex	X	X	O	O
Programming	Dex or Wis	O	O	O	O
Senses	Wis	X	O	O	O
Stealth	Dex	X	X	O	X

X: Cross-class skill
O: Class Skill

twice the normal rate: 2 hit points (or 2 ability score points) per hour. A mechamorph in stasis while receiving this attention regains twice his character level in hit points per hour. To conduct nanomech acceleration effectively requires repair tools, optimally with a tech score of 2 or better. For every point by which the repair tools are lower, you suffer a –5 to your check.

Major Repair: If you have the Medic 3 class ability, you may make major repairs. This ability has a DC of 15, takes 1 hour, and may be used on any mechamorph once per day. To conduct major repairs effectively requires repair tools, optimally with a tech score of 3 or better. For every point by which the repair tools are lower, you suffer a –5 to your check.

Success repairs 2d8 hit points plus one per character level of the skill user, and 2 points of temporary ability damage, plus 1d8 hit points and one point of temporary ability damage for every 3 points by which your check beat the DC.

Alternatively, you may repair a component damaged by a critical hit. The DC is equal to 5 + the damage dealt by the hit.

Overhaul: If you have the Medic 4 class ability, you can use your skills to perform an overhaul on a mechamorph. This ability has a DC of 20, takes four hours, and may be used on any mechamorph once per week. To conduct an overhaul effectively requires repair tools, optimally with a tech score of 4 or better. For every point by which the repair tools are lower, you suffer a –5 to your check. Success repairs all hit points, damaged components, and temporary ability damage. Failure by 5 or more causes one point of temporary Constitution damage to the mechamorph per point over 5 by which you failed.

Rebuild: If you have the Medic 5 class ability, you can rebuild a character that has been destroyed, i.e.

reduced to less than –10 hit points. Rebuilding a character requires completing the following steps:

- First, you must retrieve the destroyed character's backup programming from its memory banks (if they are available). Retrieving the programming requires a successful Computer Use check (DC 25). A failure by 5 or less means that the memory cannot be accessed for another day. A failure by 5–14 means that some of the mechamorph's programming has become corrupted and part of its data is lost. If the character is rebuilt, he comes back

at one character level lower. If the character was destroyed at first level, all of his ability scores are permanently reduced by 1. A failure by more than 15 means that the backup programming is destroyed, and the mechamorph's consciousness forever lost.

- Second, you must prepare a body. If the destroyed character's body is available, and his nexus generator is intact, then it must first be overhauled as above, although any Constitution damage inflicted on the body is permanent. If the destroyed character's body is not available, a new body must be constructed and a new nexus generator must be found. Constructing a new body requires the appropriate supplies and repair tools with a tech score of 5, and takes a number of weeks equal to the destroyed character's total Hit Dice (reduced by one if using corrupted backup programming). Each week, you must make a Build/Repair (complex) check (DC 25). Failure means that you have made no progress that week and therefore prolong the construction an additional week.

- Third, you must download the original programming into the rebuilt or newly built body. Doing so requires a successful Computer Use check (DC 30). A failure means that the programming cannot be downloaded for another day.

- Finally, you must power up the new body with an infusion of nexus energy. To activate the rebuilt character requires expenditure of a number of nexus energy cells equal to the total Hit Dice of the destroyed character's rebuilt or newly built body. See "Nexus Energy Cells," page 54.

Create New Gear: If you have the Tech class ability, you can create new gear, so long as you have the proper materials, tools, power sources, and are willing to expend the appropriate amount of XP. As with other

Build/Repair tasks, creating new gear requires repair tools with a minimum tech score. For every point lower than the minimum tech score your repair tools are, you suffer a -5 penalty to the check. Table 4-3 provides the DCs, time, and XP expenditure required. At the end of each week, the mechamorph acting as the main gear creator makes a Build/Repair (complex) check, adding all appropriate modifiers and aid another actions. A main gear creator may have a number of assistants equal to the gear rank of the item being created. If the check fails, the gear creator and his assistants have made no progress that week. If the check fails by more than 10, the materials being used for that week have been damaged, and new materials must be found.

Alternatively, a piece of gear may be “jury-rigged” using other gear as base materials. The DC is increased by four and the project takes one hour per week of the project’s normal time requirement. Checks are made each hour to see if progress has been made. A failure by more than 10 means that the gear used as base materials has been damaged; it may continue to be used for the jury-rig, but will no longer be able to be used for its original purpose. A jury-rigged item only lasts one hour per skill rank of the ‘bot that jury-rigged it, but only requires 1/10 the normal XP expenditure.

Retry: No, generally. See above descriptions.

Build/Repair [simple] / Int / Untrained

This skill is used in place of the d20 skills Disable Device, Open Lock, and Use Rope. This ability is used to fix ordinary equipment, bypass security devices, and create from scratch anything that is not based on mechamorph technology. It can, however, be used to do minor upkeep and repairs on mechamorphs and mechamorph technology.

Check: The DC for a Build/Repair (simple) project is based on the complexity of the job attempted. Easy projects take less than an hour, while Difficult projects rarely take less than a day. A “jury-rig” can also be attempted. The DC is increased by four and the project takes one minute per five minutes of the project’s normal DC. A jury-rigged item will

TABLE 4-3: GEAR CREATION

Gear Rank	DC	Tech	Time	XP
1	5	1	1 week	100
2	10	1	2 weeks	200
3	15	2	3 weeks	300
4	20	2	4 weeks	400
5	25	3	5 weeks	500
6	30	3	6 weeks	600
7	35	4	7 weeks	700
8	40	4	8 weeks	800
9	45	5	9 weeks	900
10	50	5	10 weeks	1,000

only last one hour per skill rank of the ‘bot that jury-rigged it. This skill can also be used to set or disable devices (such as traps) or open locks.

To use this skill effectively requires repair tools with a minimum score dependent on the complexity of the job attempted. For each point by which the tech score of your repair tools are lower than the minimum, you suffer a -5 to your check. If you do not have repair tools at all, you are treated as having repair

tools with a tech score of 1, and suffer an additional -5 to your check.

The following are special uses of this skill.

Avoid Shutdown: When a mechamorph’s current hit points drop to between -1 and -9, he is experiencing shutdown as his internal core loses nexus energy. A character experiencing shutdown can take no actions and loses 1 hit point every round. You can stabilize a character experiencing shutdown with a DC 15 Build/Repair (simple) check. A stable character regains no hit points, but stops losing them.

Battlefield Repair: If you have the Medic 1 class ability, you may use this skill to repair minor dings and gashes on mechamorphs. This skill may be successfully used on any mechamorph (including yourself) a maximum of once per day. It involves cleaning out the damaged area and applying minor energy stimulus to general areas to direct nanomechs there. The DC is 10, and it takes one full minute. Success repairs 1d8 hit points plus one per character level of the skill user, plus an additional 1d4 hit points for every 3 points by which the check beats the DC.

To conduct battlefield repair effectively requires at least basic repair tools with a tech score of 1. If you do not have repair tools, you suffer a -5 to your check.

TABLE 4-4: BUILD/REPAIR [SIMPLE] TASKS

Complexity	DC	Tech	Time	Example
Simple	5	1	5 min.	Change a tire
Simple	10	1	5 min.	Cut brake lines
Simple	10	1	1 min.	Repair jammed weapon
Easy	15	2	10 min.	Repair a coolant leak
Easy	15	2	10 min.	Build a simple trap
Average	15	3	1 min.	Open a simple lock
Average	20	3	1 min.	Repair damaged mecha weapon
Average	20	3	4 hrs	Rebuild Earth vehicle engine
Tough	20	4	4 hrs	Repair damaged mecha tech gear
Tough	25	4	8 hrs	Build Earth weapon
Tough	25	4	8 hrs	Build Earth tech gear
Difficult	25	5	8 hrs	Build Earth vehicle engine
Difficult	30	5	5 days	Build Earth vehicle



Earthling Patch-up: Alternatively, Build/Repair (simple) may be used by a non-mechamorph on an alt form with which the non-mechamorph is familiar. For instance, Bud Wheeler knows nothing about mechamorph technology, but if his mechamorph buddy Backtrack gets his transmission shot out by a Tyrant, he can sure as spit get him going again! If used in this manner, Build/Repair (simple) may be used as if it were Build/Repair (complex), but the hit points regained and the systems repaired only remain with the mechamorph in its alt form; until the mechamorph receives advanced technological attention, its wounds and damaged systems return as soon as it morphs.

Retry: Yes, although failure by 5-10 means that you have ruined your parts and must supply more; failure by more than 10 means you have permanently damaged the system you are trying to repair. You may try again, but the project has a +4 DC. Similarly, if you are using this skill to disarm a trap, failure by 5 or more means the trap goes off.

Computer Use / Int / Trained Only

This skill is used to access computer systems, write or modify computer programs, or to override or bypass computer-controlled devices.

Check: If you are accessing your own databanks or checking the sensor readings on your secret hideout, you do not need this skill. However, if you are hacking into a military network, stealing a file off of another's computer, or rewriting programs, a Computer Use check is required. The DC to decrypt a file or bypass a security

program averages at 10 + the skill modifier of its programmer. Failure by 5 or less means that your intrusion or attempts have not been detected. Failure by more than 5 means that your failure has been detected, and any warning alarms or self-destruct options will activate.

Likewise, you may use this skill to create your own security programs. Doing so requires 4 hours of time and a skill check. For every additional 4 hours spent, you gain a +1 circumstance modifier to your roll, to a maximum of +10. The result of your check is the DC to decrypt

or bypass your security program. You may incorporate self-destruct or alarm systems if any breach is detected.

Computer Use is also used in the process of rebuilding a destroyed character.

Retry: No, unless circumstances have changed.

Concentration / Con /

This skill is used when trying to perform precise actions under stressful situations.

Check: A Concentration check is appropriate every time the character uses a skill in a less than optimal situation. For example, if a player wants his character to bypass a computer lock on a secret entrance to a Tyrant spacecraft, no Concentration check is required. However, if while making his attempt the character is also being shot at by a Tyrant patrol, a Concentration check is necessary. Failure means the character cannot focus enough to perform the task that round.

Retry: Generally, yes, once per round.

Disguise / Cha /

This skill is used primarily to fool humans into thinking you're just another machine or vehicle while in your alt form. It can also be used to alter the appearance of your primary form.

Check: The result of your Disguise check determines how convinced the viewer is that you are nothing more than a normal vehicle or piece of equipment. It is opposed by the other character's Senses check result. You may make a Disguise check as a free action whenever you morph into alt form, and gain a +10 circumstance bonus to the check when doing so. Some characters' alt forms are quite conspicuous; for instance, if you ace your Disguise check, the human passerby might not realize that you're a giant morphing robot, but the fact that your alt form is that of a giant prehistoric insect will likely tip him off that some-

TABLE 4-5: DISGUISE MODIFIERS

Circumstances	Modifier
Different equipment or armament than ordinary form	-1 to -5
Seen in an unusual place for that form	-1 to -5
Observer has seen mechamorphs before	-10
Observer has seen this particular mechamorph before	-20

thing strange is going on. Sample circumstances, as listed on Table 4–5, may apply to the check.

Retry: No, unless circumstances have changed.

Fine Manipulation / Dex / Untrained

This skill is used to manipulate objects that are more appropriately sized for smaller creatures, like humans.

Check: The baseline DC for manipulating an object sized for a smaller being is 10. Size modifiers apply to this check, as shown on Table 1–2, page 7.

Retry: Yes; each attempt takes at least a full-round action, however.

Knowledge / Int / Trained Only

These knowledge skills are appropriate for *Mechamorphosis*. If your campaign takes place on multiple worlds, a GM may determine that characters may acquire similar skills in reference to other planets.

Earth Biology: This is knowledge of the physical properties of the life forms on Earth. You have a general sense of the natural processes of life. This skill can also be used in place of the Heal skill on living creatures.

To use this skill effectively requires lab tools with a minimum tech score dependent on the complexity of the job attempted. For each point by which the tech score of your lab tools are lower than the minimum, you suffer a –5 to your check. If you do not have lab tools at all, you are treated as having lab tools with a tech score of 1, and suffer an additional –5 to your check.

Complexity	DC	Tools	Example
Simple	5	1	Perform first aid
Easy	10	2	Perform a surgery
Average	15	3	Study an ecology
Tough	18	4	Cure a disease
Difficult	22	5	Genetically alter a species

Earth Culture: This is knowledge of Earth customs, governmental structure, religious institutions, and general way of life. You have some idea of speech patterns, social taboos, and myths. You also have a general sense of who the local politicians and power players are and recent events of note.

Earth Geography: This is knowledge of the physical location of cities and natural landmarks. You generally know the best way to get from one point to another and have a pretty good sense of the obstacles or threats you may encounter while getting there.

Earth History: This is knowledge of the events that have shaped humankind and the major cultures and nations on Earth.

Galaxy: This is knowledge of the state of affairs in the galaxy. You have a sense for the general positions of planetary bodies and navigational hazards as well as some of the prominent powers vying for control of the galaxy.

Mechamorph History: This is knowledge of the events that have shaped mechamorph history on your home planet and throughout the galaxy.

Warfare: This is a knowledge of tactics, basic war-

fare technology, and the history of mechamorph warfare. It gives you a general sense of your enemies' goals, prominent combatants, and perhaps even some of their known alt forms and special powers.

Interaction / Cha / Untrained

This skill is used in place of Bluff, Diplomacy, Intimidate, Perform, and Sense Motive.

Pilot / Dex / Untrained

This skill helps get you where you are going, and with your diodes and actuators intact.

Check: Every mechamorph has at least basic skill at maneuvering in his own alt form. Driving in car form is the same as walking or running, for most 'bots. But some practice their alt form maneuverability until it becomes an art form; for these, the Pilot skill exists. Whenever a mechamorph picks up enough speed to enter vehicle scale, Pilot checks may come into play.

This skill may be taken multiple times. Each time you take this skill it applies to a different type of vehicle (land, water, air, or space).

Retry: No.

Programming / Wis or Dex / Trained Only

Before the war between the Tyrants and the Exiles, many mechamorphs were simply normal robots, part of a very alien but very real culture with jobs, a class stratus, and a governmental system. This skill is used as a "catch-all" to denote programming in any particular duty before or outside of a mechamorph's involvement in the war. For instance, some Exiles might have been craftsmen, others explorers, others administrators. If the duty or talent falls under the domain of the Craft skill, the key ability is Dexterity; if it falls under the Profession skill, the key ability is Wisdom.

Senses / Wis / Untrained

This skill is used in place of the d20 skills Listen, Search, and Spot.

Stealth / Dex / Untrained

This skill is used in place of the d20 skills Hide, Move Silently, and Sleight of Hand.

FEATS

"You think that was impressive? That was just the distraction, and you fell for it." — Rally

All mechamorph characters gain one feat at first level. Characters then gain one feat every third level thereafter (3rd, 6th, 9th, 12th, 15th, and 18th level) in addition to any bonus feats gained by their character classes. Feats may have prerequisites. If you can no longer meet the prerequisites, then you can no longer use the feat.

Mechamorphosis also has form feats. Form feats represent an ingrained ability that is part of the mechamorph's construction. Only mechamorphs may select form feats.

Adaptable

You are as adept underwater as a human.

Benefit: You can swim above and below the water without sinking to the bottom.

Alt Form Strike (Form)

You can perform a minor morph to bring a fist or kick to bear while in alt form.

Prerequisite: Dex 15+.

Benefit: While in alt form, you can make a single unarmed attack as a standard action. Your reach and the damage you deal depend on your size, as shown on Table 1–1: Mechamorphosis Scale, page 5.

Armor Boost (Form)

Prerequisite: None.

Benefit: Your class AC bonus improves by +1. This feat may be selected multiple times. The type of AC bonus gained is always the same as that granted by one of your class levels, and always stacks.

Artful Pilot

You can maneuver your vehicle alt form through blaster fire without ruining your paint job.

Prerequisite: Combat Pilot.

Benefit: You may use the Combat Pilot feat to negate even critical hits.

Combat Pilot

Prerequisite: Pilot 4 ranks, vehicle alt form.

Benefit: You gain a +4 competence bonus to all Concentration checks while piloting your alt form. Additionally, when your vehicle alt form is hit but before damage is rolled, you can elect to make a Pilot check. If your result is greater than the attack roll, the hit against your vehicle alt form is negated. Essentially, your Pilot check becomes the AC for your vehicle alt form for that hit. This ability may be used a number of times per round equal to your Dexterity modifier.

You may not negate critical hits with this feat.

Concealed Weapon (Form)

Prerequisite: None.

Benefit: You can a weapon while in the form that it is linked to. Revealing the weapon to bring it to bear is a standard action, unless you have the Ready Gunner feat, in which case bringing it to bear is a move action.

Crushing Tumble

You can roll over and through smaller opponents, smashing them beneath you.

Prerequisite: Dexterity 13+, Tumble 5 ranks.

Benefit: When using the Tumble skill to move through areas occupied by enemies that are at least two size categories smaller than you, you deal bludgeoning damage to these enemies (Reflex save for half). The

save DC is 10 + your ranks in Tumble + your Dexterity modifier. The damage you deal is equal to twice your unarmed strike damage. If you fail your Tumble check, you cannot move through the occupied square and you provoke attacks of opportunity.

Normal: See Tumble, PHB.

Exotic Archaic Weapons Proficiency

Benefit: You make attack rolls with exotic archaic weapons normally.

Normal: Characters without this feat take a –4 penalty on attack rolls made with exotic archaic weapons.

Gear Slot (Form)

You can use more gear in your alt form.

Benefits: You may increase your weapon or tech slots by 1.

Special: You can gain this feat multiple times. Each time you take the feat, one of your allowances increases by 1.

Greater Linked Mind (Form)

You and your companions can share technology.

Prerequisite: Improved Linked Mind, controller level 8th.

Benefit: You may share the same feat with multiple companions.

Normal: Each feat may only be shared with a single companion.

Greater Natural Attack (Form)

One of your natural attacks is more powerful than other natural attacks for a creature of your size.

Prerequisites: Animal Alt Form.

Benefit: One of your animal alt form natural attacks does damage as if you were one size category larger.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new natural attack.

Greater Special Power Focus

Your special power is very powerful.

Prerequisite: Special Power Focus, must have a special power that forces a saving throw.

Benefit: Choose one of your special powers to which you've applied Special Power Focus. Add an additional +1 to the Difficulty Class for all saving throws against that special power.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new special power.

Greater Two-Fisted Fighting

You a master of fighting with two melee weapons (or both fists) at once.

Prerequisites: Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Benefit: You get a third attack with your off-hand weapon, albeit at a –10 penalty.

TABLE 4-6: GENERAL FEATS

Feats	Prerequisites
Blind-Fight	—
Combat Expertise	Int 13
Improved Disarm	Combat Expertise
Improved Feint	Combat Expertise
Improved Trip	Combat Expertise
Whirlwind Attack	Dex 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4
Combat Reflexes	—
Combat Pilot	Pilot 4 ranks, vehicle alt form
Artful Pilot	Combat Pilot
Vehicle Charging	Combat Pilot
Crushing Tumble	Dexterity 13, Tumble 5 ranks
Dodge	Dex 13
Mobility	Dodge
Spring Attack	Mobility, base attack bonus +4
Endurance	—
Diehard	Endurance
Exotic Archaic Weapon Proficiency	—
Great Fortitude	—
Improved Critical	Proficiency with weapon, base attack bonus +8
Improved Initiative	—
Improved Unarmed Strike	—
Improved Grapple	—
Iron Will	—
Lightning Reflexes	—
Lumbering Gait	Size Large or larger
Martial Firearms Proficiency	—
Martial Archaic Weapon Proficiency	—
Multiattack	Three or more natural attacks
Multishooting	Dex 15, Wis 13
On Your Treads	Dexterity 15
Point Blank Shot	—
Far Shot	Point Blank Shot
Precise Shot	Point Blank Shot
Rapid Shot	Dex 13, Point Blank Shot
Manyshot	Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6
Shot on the Run	Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4
Suppressing Fire	Dex 13, Point Blank Shot, Rapid Fire
Improved Precise Shot	Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11
Power Attack	Str 13
Cleave	Power Attack
Great Cleave	Cleave, Power Attack, base attack bonus +4
Improved Bull Rush	Power Attack
Improved Overrun	Power Attack
Improved Sunder	Power Attack
Ready Gunner	Base attack bonus +1
Simple Firearms Proficiency	—
Simple Melee Weapons Proficiency	—
Skill Focus	—
Special Power Focus	—
Greater Special Power Focus	Special Power Focus
Two-Fisted Fighting	Dex 15
Improved Two-Fisted Fighting	Dex 17, Two-Fisted Fighting, base attack bonus +6
Greater Two-Fisted Fighting	Dex 19, Improved Two-Fisted Fighting, Two-Fisted Fighting, base attack bonus +11
Weapon Finesse	Proficiency with weapon, base attack bonus +1
Weapon Focus	Proficiency with weapon, base attack bonus +1
Weapon Specialization	Weapon Focus with weapon, soldier level 4th
Greater Weapon Focus	Weapon Focus with weapon, soldier level 8th
Greater Weapon Specialization	Weapon Specialization with weapon, soldier level 12th

TABLE 4-7: FORM FEATS

Feats	Prerequisites
Adaptable	—
Alt Form Strike	Dex 15
Hybrid	Dex 17, Alt Form Strike, Pilot 10 ranks
Armor Boost	—
Concealed Weapon	—
Gear Slot	—
Greater Natural Attack	Animal Alt Form
Greater Unarmed Strike	Improved Unarmed Strike
High Performance	—
Honed	Weapon alt form, character level 3rd
Imbuing Weapon	Weapon alt form, Dex 15, Int 13
Improved Imbuing Weapon	Imbuing Weapon, character level 8th
Increased Acceleration	—
Increased Maneuverability	—
Increased Speed	—
Keen	Honed, weapon alt form, character level 5th
Lab Tools	—
Linked Mind	Controller level 1st
Improved Linked Mind	Linked Mind, controller level 5th
Greater Linked Mind	Improved Linked Mind, controller level 8th
Masterwork (Tech Object)	Tech object alt form
Masterwork (Weapon)	Weapon alt form
Mini-Digits	—
Mounted Weapons	—
Quick Morph	Base attack bonus +5
Repair Tools	—
Vehicle Ramming	Combat Pilot
Weapon Network	—

Greater Unarmed Strike (Form)

Your attacks are more powerful than other scrappers your size.

Prerequisites: Improved Unarmed Strike.

Benefit: Your primary form unarmed attacks do damage as if you were one size category larger.

High Performance

You can deal with most hazards that come your way.

Benefit: You receive a +4 competence bonus to your Pilot skill when making Pilot checks to avoid hazards.

Honed (Form)

Your weapon alt form deals additional damage on a critical hit.

Prerequisite: Weapon alt form, character level 3rd.

Benefit: The critical multiplier of your weapon form increases by one.

Hybrid (Form)

You can morph into a hybrid form, combining elements of your primary form and alt form.

Prerequisite: Dex 17+, Alt Form Strike, Pilot 10 ranks.

Benefit: When you morph, you can morph into a hybrid form that combines features of your alt form and primary form. For instance, a mechamorph with a jet fighter alt form would appear to have the wings, cock-

pit, and flight capabilities of a jet fighter, but would have the extended legs and articulate arms of a humanoid mechamorph. All characteristics, including available weapons, use the most advantageous of your two forms.

This ability may not be used in conjunction with a massmorphed alt form.

Imbuing Weapon (Form)

Your fighting prowess carries over to your alt form.

Prerequisites: Weapon alt form, Dex 15, Int 13.

Benefit: When you choose to share a weapon feat with your wielder, you may share one additional feat.

Special: You can gain this feat multiple times. Each time you take the feat, you may

grant one additional feat to your wielder.

Improved Imbuing Weapon (Form)

You can lend a wide range of expertise to your wielder.

Prerequisite: Imbuing Weapon, character level 8th.

Benefit: You can lend your base attack bonus and feats to your wielder in the same round.

Normal: You may lend your base attack bonus or a feat to your wielder, but not both in the same round.

Improved Linked Mind (Form)

You can control your companions through sheer force of will.

Prerequisite: Linked Mind, controller level 5th.

Benefit: You may see through your companions' sensors, can give them mental instructions at any range, and can force them to perform actions they do not wish to do by making a character level check with a DC equal to 10 + the companion's Hit Dice.

Improved Two-Fisted Fighting

You gain an extra attack when using two weapons (or an off-hand unarmed attack) in melee.

Prerequisites: Dex 17, Two-Fisted Fighting, base attack bonus +6.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Increased Acceleration (Form)

Your alt form can accelerate more quickly than most.

Benefit: When in alt form, your acceleration rating increases by 50%.

Special: You can gain this feat multiple times. Each time you take the feat, your acceleration increases by 50% of its original value.

Increased Maneuverability (Form)

Your alt form can turn tighter corners than most.

Benefit: When in alt form, your maneuverability improves by one step, to a maximum of perfect.

Special: You can gain this feat multiple times. Each time you take the feat, your maneuverability improves by one step.

Increased Speed (Form)

Your alt form can reach higher speeds than most.

Benefit: When in alt form, your maximum speed increases by 20%.

Special: You can gain this feat multiple times. Each time you take the feat, your maximum speed increases by 20% of its original value.

Keen (Form)

Your critical threat range increases.

Prerequisite: Honed, weapon alt form, character level 5th.

Benefit: The critical threat range of your weapon form increases by one. This increase stacks with that granted by Improved Critical.

You may select this feat up to four times. Each time you do, the critical threat range of your weapon form increases by one.

Lab Tools (Form)

Your digits contain basic tools that assist with biological experiments.

Prerequisite: None.

Benefit: You gain a +5 competence modifier to Knowledge (Earth biology) checks when performing experiments or simulating the Heal skill on living creatures.

Linked Mind (Form)

Your companions can act as a single entity.

Prerequisite: Controller level 1st.

Benefit: Your companions can work together in battle to prevent the enemy from gaining advantage. As long as they are within 60 feet of one another, none of your companions can be flanked or caught flat-footed unless they are all flanked or caught flat-footed.

Lumbering Gait

You stand and walk in such a manner that it is difficult for smaller creatures to move through your legs.

Prerequisite: Medium or larger.

Benefit: A creature must be four size categories smaller than you to move through an area that you occupy.

Normal: Creatures three size categories smaller than you can move through an area that you occupy.

Martial Archaic Weapon Proficiency

Benefit: You make attack rolls with martial archaic weapons normally.

Normal: Characters without this feat take a –4 penalty on attack rolls made with martial archaic weapons.

Martial Firearms Proficiency

Benefit: You make attack rolls with martial firearms normally.

Normal: Characters without this feat take a –4 penalty on attack rolls made with martial firearms.

Masterwork (Tech Object) (Form)

Your tech object alt form is an example of fine craftsmanship.

Prerequisite: Tech object alt form.

Benefit: Your alt form bestows an additional +5 circumstance bonus to relevant checks.

Special: You can gain this feat multiple times. Each time you take the feat, the circumstance bonus your alt form grants increases by +5, to a maximum of an additional +20.

Masterwork (Weapon) (Form)

Your weapon alt form is an example of fine craftsmanship.

Prerequisite: Weapon alt form.

Benefit: Your weapon alt form provides a +1 enhancement bonus to attacks made with it.

Mini-Digits (Form)

Your digits contain extendable fine-manipulation tools that mimic humans' fingers.

Prerequisite: None.

Benefit: You may manipulate human-sized objects as if you were one size smaller.

You may select this feat multiple times. Each time you do, your modifier for Fine Manipulation checks improve as if you were one size smaller.

Mounted Weapons (Form)

You can attack with mounted weapons in primary form.

Benefit: You may fire weapons that are linked to your primary form and mounted on your back, shoulder, etc., even if your hands are full. Treat these additional attacks as if they were made with an off hand.

Normal: You may only attack with two weapons each round, suffering the normal penalties for doing so.

Multiattack

You may attack in animal alt form with your full arsenal of natural attacks.

Prerequisite: Three or more natural attacks.

Benefit: Your secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, your secondary attacks with natural weapons take a –5 penalty.

Multishooting

While wielding firearms, you can make one extra attack reach round with an off-hand or mounted firearm.

Prerequisite: Dex 15, Wis 13.

Benefit: Penalties for fighting with two or more firearms are reduced by 2 with the primary firearm. Additionally, the penalties for a single off hand or mounted firearm are reduced by 6.

Special: This feat may be selected multiple times. Each time it is selected, you may reduce the penalties for firing one additional off hand or mounted firearm.

On Your Treads

You can rise to your feet quickly and with ease.

Prerequisite: Dexterity 15.

Benefit: Once per round, you can stand up from prone as a free action that does not provoke attacks of opportunity.

Normal: Standing up from prone is a move action that provokes attacks of opportunity.

Quick Morph

You can morph in the blink of an eye.

Prerequisite: Base attack bonus +5.

Benefit: You can morph as a free action once per round.

Normal: Morphing is a move action.

Ready Gunner

Benefit: You can draw a weapon as a free action. Further, you can reload a firearm one step more quickly than normal.

Normal: Drawing a weapon is a move action, and reloading a firearm takes the amount of time listed under the weapon description.

Repair Tools (Form)

Your digits contain basic tools that assist with mechanical repairs.

Prerequisite: None.

Benefit: You gain a +2 competence bonus to Build/Repair (complex) and Build/Repair (simple) checks.

Simple Firearms Proficiency

Benefit: You make attack rolls with simple firearms normally.

Normal: Characters without this feat take a –4 penalty on attack rolls made with simple firearms.

Simple Archaic Weapons Proficiency

Benefit: You make attack rolls with simple archaic weapons normally.

Normal: Characters without this feat take a –4 penalty on attack rolls made with simple archaic weapons.

Special Power Focus

Your special power is harder to resist.

Prerequisite: A special power that forces a saving throw.

Benefit: Choose one of your special powers. Add +1 to the Difficulty Class for all saving throws against that special power.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new special power.

Suppressing Fire

You can focus considerable firepower over a concentrated area.

Prerequisites: Dex 13, Point Blank Shot, Rapid Fire.

Benefit: When making a full attack action and using an automatic weapon of whatever type you choose, you may forego all attacks for the round and instead target four contiguous 10-ft. squares within your weapon's first range increment. Make a separate attack roll for each target in that area. You must have line of sight to each square targeted; anything providing half cover or better in an intervening square prevents the square behind it from being targeted.

Vehicle Charging

You can push your vehicle alt form to make devastating attacks.

Prerequisite: Combat Pilot.

Benefit: If you morph from your alt form to your primary form as part of a charge action, and complete your move with a successful melee attack, you deal double damage with the attack.

Two-Fisted Fighting

While in melee combat in primary form and using a one-handed weapon, you can make one extra attack unarmed or with an off-hand weapon.

Prerequisite: Dex 15.

Benefit: Penalties for fighting with two melee weapons or for attacking with your off hand are reduced by 2 with the primary hand and reduced by 6 with the off hand. When fighting in this manner, you gain a +2 dodge bonus to your AC because of your sleek fighting style.

Vehicle Ramming (Form)

You know how to slam your vehicle alt form into an opponent without taking much damage.

Prerequisite: Combat Pilot.

Benefits: When you ram your vehicle alt form into an opponent, you deal an additional die of damage before multiplying and receive one fewer die of damage before multiplying.

Chapter Five

SPECIAL POWERS

"Special powers? Sure, I got 'special powers'. . .
[sound of scattergun being reloaded]" — Jaunt

Each mechamorph has a special power, an amazing ability that sets him or her apart from the others. No 'bot is certain whether this power is a result of his nanomechs' constant adaptations or is a byproduct of the fount of nexus energy that flows within each mechamorph. What is certain is that this power is great, and within many mechamorphs, continues to grow.

USING SPECIAL POWERS

Special powers are similar to spell-like abilities in the d20 System. Using a special power is a standard action that provokes attacks of opportunity. Special powers can be cast on the defensive (see PHB). Most special powers are based on spells from the cleric, druid, and sorcerer/wizard spell lists. A special power's priority rank is equal to level of the spell it is based on plus one. Rather than magic, such powers use technology, and rather than calling on divine power, such powers use nexus energy. When choosing your special powers, feel free to change the names of the spells to more appropriate, mechamorph-style names. For instance, the *minor image* special power could be called *hologram projector*.

Unlike spell-like abilities, special powers might not have a specific number of uses per day. Instead, if the duration of the special power is not instantaneous, the ability may be used for an amount of time equal to its duration. This amount of time need not be consecutive, and turning off the power is a free action. The caster level (and therefore the duration) of a power is calculated using the mechamorph's character level. For instance, if a 5th-level mechamorph has the *force shield*

special power, it may use that power for up to 5 minutes each day.

STARTING SPECIAL POWERS

The special power your character starts with depends upon your special power priority. For every rank of priority you devote to special powers, you may have one rank of special power. You may choose one power of exactly your power rank, multiple powers from lower power ranks to add up to your special power priority, or one power with a rank lower than your special power priority. If you choose one power with a rank lower than your special power priority, there are two possible results. If the power has a duration of instantaneous, you get one additional use of that power per day for each rank it is lower than your special power priority. If the power has a duration other than instantaneous, the duration of the power increases by 100% for each rank it is lower than your special power priority.

SPELL-LIKE SPECIAL POWERS

These are just a few samples of the special powers that can be created using the rules above. Other special powers with distinct rules are explained below.

Rank 1

Audiogram: As *ghost sound* spell.

Nexus Touch: As *cure minor wounds* spell.

Nexus Drain: As *touch of fatigue* spell.

Rank 2

Command: As *command* spell.

Force Shield: As *shield* spell.

Glare of Hatred: As *bane* spell.

Hologram: As *silent image* spell.

Jump: As spell, but self only.

Nexus Shield: As *shield of faith* spell, but self only.

Rank 3

Adhesive Treads: As *spider climb* spell, but self only.

Blur: As the spell, but self only.

Cloak: As *invisibility* spell, but self only.

Hover: As *levitate* spell, but self only.

Sound Dampener: As *silence* spell, but self only.

Rank 4

Amphibious Treads: As the *water walk* spell, but self only.

Electron Manipulation: As the *call lightning* spell.

Displacement: As the spell, self only.

Booster Jets: As the *fly* spell, but self only.

Nitro: As *haste* spell, but self only.

Electron Blast: As the *lightning bolt* spell.

Molecular Manipulation (stone): As the *stone shape* spell.

Rank 5

Holoprojection: As *persistent image* spell.

Logic Disrupt: As *confusion* spell.

Nexus Empowerment: As *divine power* spell.

Fuel Corruption: As *poison* spell.

Steelskin: As *stoneskin* spell.

Warp: As *dimension door* spell.

OTHER SPECIAL POWERS

Link [Alt Form]

Effect: While in your alt form, you gain a form link, a smaller mechanized construct that serves as a companion and servant. When you morph, the form link merges with your primary form. See “Link Rules,” below.

Power Rank: 3

Link [Primary Form]

Effect: While in your primary form, you gain a form link, a smaller mechanized construct that serves as a companion and servant. When you morph, the link-form merges with your alt form. See Under the Hood: Links.

Power Rank: 3

Link Rules

Links are tiny mechaform companions that operate independently of the mechaform’s main form. There are two types of links: alt form links and primary form links.

A primary form link is a part of a mechaform that can operate separately while the mechaform is in its primary form. When the mechaform is in primary form, the link takes the form of a smaller humanoid, vehicle, or animal. When the mechaform morphs, the link becomes part of its alt form, such as a stowed

weapon, a trailer, or a cargo rack.

An alt form link is a part of a mechaform that can operate separately while the mechaform is in its alt form. When the mechaform is in alt form, the link takes the form of a smaller humanoid, vehicle, or animal. When the mechaform morphs, the link becomes part of its primary form, such as an arm, generator, or a head.

Links are treated just like familiars, as described in the PHB, including bonuses to natural armor, intelligence, and special abilities. A link is treated as a mechaform for the purpose of any effect that depends on its type. If a link is destroyed, the mechaform must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per character level; success reduces the loss to one-half that amount. However, a mechaform’s experience point total can never go below 0 as the result of a link’s destruction. Destroyed links can be rebuilt in the same manner as mechaforms, except that the backup programming can be provided by the master mechaform, and the link cannot lose a level or ability score points. A link’s power is provided by its master, so it does not have a nexus generator and, unlike other mechaforms, does not roll on the critical hit table (see “Critical Hits,” page 54).

To morph with a link, a mechaform and link must be within 10 feet of each other. A mechaform can morph without its link, but does so at a penalty. A mechaform that morphs into its alt form without its alt form link does not gain the normal +10 circumstance bonus to its Disguise check when it morphs. A mechaform that morphs into its primary form without its primary form link loses any special abilities provided by its link and further suffers a penalty to certain actions. Consult Table 5–2 to determine which special abilities are lost and what penalties are suffered.

A link may take the form of a Small robot, a Small vehicle, or a Small animal. If an animal link is chosen, the link retains the size, appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the ordinary animal it resembles, but it is treated as a mechaform for the purpose of any effect that depends on its type. Any animal of size Small may be chosen. Use the following statistics for humanoid and vehicle links:

Base Humanoid or Vehicle Link

Small Mechaform

Hit Dice: 1d8 (4 hp)

Initiative: +2

Speed: 20 ft. (humanoid) or 40 ft. (vehicle)

Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12

Base Attack/Grapple: +0/+0

Full Attack: Slam +0 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Mechaform traits

Saves: Fort +0, Ref +4, Will +0

Abilities: Str 11, Dex 14, Con 10, Int 8, Wis 12, Cha 8

Skills: Listen +4, Spot +5

Feats: Alertness

TABLE 5-1: LINK SPECIAL ABILITY LIST

Link Basics: Use the basic statistics given for the robot or vehicle link or a creature of the link's kind, but make the following changes:

Type: Links are treated as mechemorphs.

Hit Dice: For the purpose of effects related to number of Hit Dice, use the mechemorph's character level or the link's normal HD total, whichever is higher.

Hit Points: The link has one-half the mechemorph's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the mechemorph's base attack bonus plus the link's ability score modifier to determine the link's melee attack bonus with natural weapons.

Saving Throws: For each saving throw, use either the link's base save bonus or the mechemorph's, whichever is better. The link uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the mechemorph might have on saves.

Skills: For each skill in which either the mechemorph or the link has ranks, use either the normal skill ranks for an animal of that type or the mechemorph's skill ranks, whichever are better. In either case, the link uses its own ability modifiers. Regardless of a link's total skill modifiers, some skills may remain beyond the link's ability to use.

Special Qualities: The link gains all mechemorph traits.

Link Ability Descriptions: All links have special abilities (or impart abilities to their mechemorphs) depending on the mechemorph's character level, as shown on the table below. The abilities given on the table are cumulative.

Natural Armor Adj.: The number noted here is an improvement to the link's existing natural armor bonus.

Int: The link's Intelligence score.

Alertness (Ex): While a link is within arm's reach, the main form gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a link takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Special Powers: At the mechemorph's option, he may have a special power that he activates on himself also affect his link. The link must be within 10 feet at the time of activation to receive the benefit.

If the special power has a duration other than instantaneous, it stops affecting the link if it moves farther than 10 feet away and will not affect the link again even if it returns to the mechemorph before the duration expires. Additionally, the mechemorph may choose to activate his special power to effect only his link, and not his main form.

Basic Link (Su): The mechemorph has a basic communications connection with his links out to a distance of up to 1 mile. The mechemorph cannot see through the link's eyes, but can communicate by exchanging basic message signals. Because of the limited nature of the link, only general, one- or two-word commands or messages can be communicated.

Speak with Main Primary form (Ex): If the mechemorph is 5th level or higher, the link and the mechemorph can communicate verbally as if they were using a common language. This communication takes the form of digitized messages and sound impulses. Others cannot understand the communication without decrypting it (Computer Use DC 25).

Improved Link: At 11th level or higher, a mechemorph can communicate with his link freely over an encrypted channel when it is within 1 mile.

Remote View (Su): At 13th level or higher, a mechemorph can remotely view his link (the effect is identical to the *scrying* spell with a caster level equal to the your character level) once per day.

Mechamorph Class Level	Natural Armor.	Int	Special
1st-2nd	+1	6	Alertness, improved evasion, share special powers, basic link
3rd-4th	+2	7	
5th-6th	+3	8	Speak with main primary form
7th-8th	+4	9	
9th-10th	+5	10	
11th-12th	+6	11	Improved link
13th-14th	+7	12	Remote view
15th-16th	+8	13	
17th-18th	+9	14	
19th-20th	+10	15	

Humanoid links have articulate hands and never need to make Fine Manipulation checks. Vehicle links have very basic claw arms that must make Fine Manipulation checks, but are treated as quadrupeds for resisting trip attacks, bull rushes, and for calculating carrying capacity. They cannot attain speeds high enough to move into surface scale.

A link also grants a special ability to its main form. An alt form link may grant a single special ability of your choice from Table 5-1. These special abilities apply only when the main primary form and form-link are within one mile of each other.

The special ability granted by a primary form link, on the other hand,

TABLE 5-2: ALT FORM LINK ABILITIES

+3 bonus on Spot checks
+3 bonus on Listen checks
+3 hit points
+2 bonus on Fortitude Saves
+2 bonus on Reflex Saves
+2 bonus on Will saves

depends upon what part of the mechemorph's primary form it assumes, as shown on Table 5-2. These special abilities apply only when the link has morphed into the mechemorph's primary form. The special abilities are listed using the following format:

Primary form part: Special ability / penalty for morphing into primary form without link.

Mechemerge

Effect: You can merge with other mechemorphs to form a giant robot.

Special: To participate in a mechemerge, each of the five component mechemorphs must have this special power. A Gargantuan or larger

mechemorph cannot take this special power.

Power Rank: 3

Mechemerge Rules

A mechemerge is a giant robot formed from five components, each a mechemorph with the mechemerge special power. To merge, all five components must be within 30 feet of one another. The components must choose a merge point within 30 feet of any single component. The merge point is where the mechemerge appears when it is formed. Merging is a standard action that does not provoke an attack of opportunity. Components must delay their actions so that they may all merge on the same initiative.

Due to the infusion of nexus energy during a mechemerge, a component that has been damaged regains lost hit points as though it has undergone a full period of stasis. See "Nexus Energy and Stasis," page 54. A mechemorph may be repaired in this manner only once per day.

The resulting mechemerge has the following characteristics: It is two size categories larger than the largest component mechemorph. As a result, it gains the resulting size modifiers, damage, speed and reach. The mechemerge's ability scores are the same as that of the component with the highest score in a particular ability, with the following modifications: Strength +10; Dexterity -4; Constitution +10. The mechemerge's Hit Dice is the sum of those of its components. Its base attack bonus is equal to its Hit Dice. Its total hit points are the sum total of its components, including those regained during merger, plus an additional 5 hit points per total Hit Dice due to the mechemerge's increased Constitution score. A mechemerge also gains access to any feats, special powers or class abilities of its components, and may activate a special power as a free action once each round. If one or more components have the same special power, the powers stack with respect to duration or number of uses per day. The mechemerge uses the best skill checks and saves of each of its components as well, applying any modifiers resulting from the mechemerge's new Strength, Dexterity, and Constitution scores. Given its larger size, a mechemerge cannot utilize any tech gear used by its components.

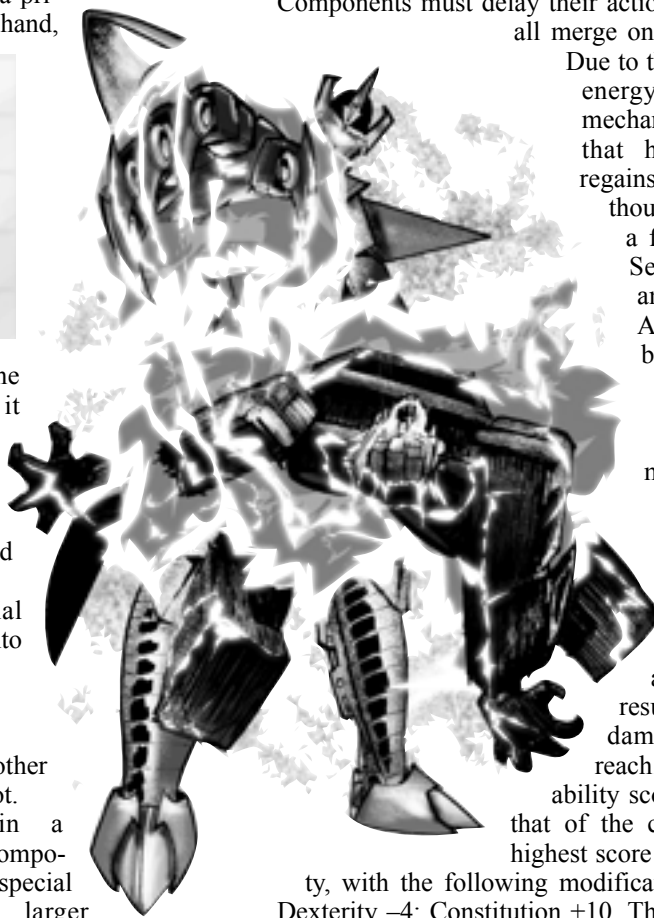


TABLE 5-3: PRIMARY FORM LINK ABILITIES

Arm: +1 bonus to attack rolls and +4 bonus to Strength checks / -3 penalty to attack rolls

Head: Increase Intelligence score by 2 points / sight reduced to 10 ft. and -2 penalty to all attacks and skill checks

Leg: +10 ft. to speed and +2 bonus to Reflex saves / base movement is halved and -2 to Dexterity

Torso: +5 hit points and +2 bonus to Fortitude saves / -2 penalty to AC and lose two points of damage reduction/nexus energy

Partial Mechamerge

A mechamerge can be formed with only four components instead of five, providing the torso isn't missing; however, it suffers the following penalties for doing so. The mechamerge's size is the same as if it had been formed with five components. However, its ability scores are the same as that of the component with the highest score in a particular ability, but with the following modifications: Strength +6, Dexterity -8; Constitution +6. The mechamerge's Hit Dice is the sum of the four components and its hit points are the total of the four components, plus an additional 3 hit points per total Hit Dice.

Damage

When a mechamerge disassembles, its remaining hit points are distributed evenly among its components. Any extra hit points gained from the Constitution bonus are lost.

A mechamerge that is reduced to 0 hit points automatically disassembles. The components are distributed randomly within 30 feet of the mechamerge's location and are reduced to 0 hit points.

A mechamerge may also spontaneously disassemble if it fails a DC 15 Fortitude save after suffering a critical hit. Failure means that it disassembles, its components are distributed randomly within 30 feet of the mechamerge's location, and all of them are stunned for one round.

Multi-Form

Effect: You may choose one additional alt form from your alt form priority list.

Power Rank: 5

Nexus Energy Drain

Effect: You may use the energy drain supernatural ability with a touch attack a number of times per day equal to your character level.

Power Rank: 5

Nexus Strike

Effect: You gain the nexus strike power, the ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your character level. You must declare the strike before making the attack. This ability is usable once per day, plus one for every five character levels.

Power Rank: 3

PLAYING A MECHAMERGE

While part of a mechamerge, each component retains its own consciousness and its programming remains independent of the others. Therefore, for the mechamerge to act, there must be some consensus among the components. A mechamerge is generally considered a single character. When a mechamerge is formed, allow the players of the component parts to decide as a group what actions the mechamerge will take. The easiest way to accomplish this is to give the players a reasonable amount of time to determine the mechamerge's actions. When an action is taken, the players rotate rolling the resolution dice. If the players, and thus the components, cannot reach a consensus, then the mechamerge suffers a temporary breakdown in its programming and loses its actions for that round.

Seizing Control of a Mechamerge

A single component may attempt to seize control of a mechamerge. To do so, the component must declare its intention at the beginning of the round. If no other component objects, the declaring component controls the mechamerge for one round. However, if one or more components object to the seizure, the declaring component must make a Concentration check (DC 10 plus the Will save modifiers of each objecting component). If the declaring component succeeds, it controls the mechamerge for one round. If it fails by more than 5, the mechamerge can act as normal. However, if the declaring component fails its save by 5 or less, the mechamerge is dazed for one round. A canny component might intimidate the others into submission by suggesting that resisting its control could spell doom for them all.

Alternative Mechamerge Rules

While the above method for running mechamerges is by far the easiest and requires minimal bookkeeping, GMs with players who become indecisive in a group or simply prefer a more complex approach may use this alternative method. As a single creature, a mechamerge gets one standard action and one move action each round, or a full-round action. Mechamerges also get the advantage of activating a single special power each round as a free action (even if the special power usually requires spending an action to activate). To determine which components control the mechamorph each round, have them all roll initiative at the beginning of each combat round. The mechamerge still goes on its normal initiative each round, but the components are essentially "racing" to see who gets to determine its actions for the round. When the mechamerge's initiative comes up, look at the components' individual initiatives for the round. The player with the highest initiative may take a full-round action, standard action, move action, or may activate a special power as a free action. Continuing down the line, the player with the next lowest initiative may use one of the mechamerge's remaining actions (if a full-round action was taken by the first player, only the special power may be activated). The player with the next lowest initiative then acts, if any actions are left to the mechamerge. The players in fourth and fifth place do not get any input this round; although next round, all components will roll initiative again, giving them a chance to take control before the others.

Chapter Six

GEAR

*"It's all about having the right tool for the right job."
"In that case, I had better grab my blaster."
— Wheelwell and Barrage*

ACQUIRING GEAR

Gear is the catchall term used for equipment, weapons, and tech. Most campaigns are set on Earth, where weapons made for mechemorphs are hard to come by. Be creative. Stretch the limits of your analytic circuits. Sure it's a telephone pole, but all you need to know is that it's big, heavy, and swings like a club. The aesthetic traits of your character's weapons and equipment when in primary form are for you to decide. Don't be confined by your analytic programming, just convert the utility of items into statistics. That slug thrower could be an exhaust pipe and that shield, a wheel or a satellite dish.

THE OTHER 'BOTS

The priority you devoted to gear tells you how many priority points you can spend on starting gear. Those characters who were not built with silver servos in their mouths can generally only acquire weapons in one of two ways: find them or build them.

While hard to build and not easy to find, there could be any number of mechemorph weapons lying about. When the Animechs made their last stand against the Tyrants above a prehistoric Earth, the entire Tyrant pursuit fleet and the bulk of the Animechs' own vessels were destroyed. While most of the remnants of these ships disintegrated in the atmosphere, some fell to Earth intact, where they have remained buried for eons. It is believed that this wreckage might contain ancient technology and powerful artifacts.

UTILITY GEAR

Utility gear is the catch-all term used for gear that is neither weaponry nor tech. It'll help keep you spinning in the mud, will allow you to rappel down into the Tyrant base, or see a little further in the dark when the power goes out.

A vehicle may be equipped with other amenities and luxuries, such as headlights or a sound system, that are not accounted for in terms of game mechanics. Unless a piece of equipment is described below, assume your alt form has any standard equipment that an ordinary version of its form would have. As always, your GM has final say as to what equipment is permitted.

UTILITY GEAR DESCRIPTIONS

Cable: While most forms of rope won't hold a mechemorph, wire cable will. The cable has 10 hit points. Breaking the cable requires a successful Strength check (DC 25).

Autojacks: This equipment automatically raises the undercarriage of a vehicle and allows a vehicle to jump obstacles without the need for a ramp or bump. See *Piloting Maneuvers*, pg. 50.

Landing Pontoons: While all aircraft or spacecraft have some form of landing gear, this equipment permits the vehicle to land on the surface of a body of water. It also allows the vehicle to travel up to 1/3 its speed at surface scale while on the water.

Landing Wheels: This equipment allows an aircraft or spacecraft to travel up to 1/3 its speed at surface scale on the ground.

Reinforced Bumper: This equipment is mounted on the front and rear of a vehicle, cushioning blows when ramming or being rammed. It gives a vehicle damage reduction 5 against forward and rear ramming attacks and when taking damage from its own forward or rear ramming attacks.

TABLE 6-1: UTILITY GEAR

Utility Gear	Priority	Point Cost
Autojacks	2	
Cable	1	
Landing Pontoons	2	
Landing Wheels	2	
Light Source	1	
Reinforced bumper	2	
Special Tires		
All-Weather	1	
Puncture Proof	2	
Snow Tires	3	
Winch	1	
VTOL	5	

Special Tires: This equipment grants a mechemorph character a bonus to its Pilot checks to avoid certain hazards. A vehicle cannot have more than one set of special tires. A vehicle without wheels cannot use special tires.

All-Terrain Tires: This equipment grants a character a +2 enhancement bonus to Pilot checks to avoid any land-based terrain hazard.

Puncture Proof Tires: This equipment grants a character a +4 enhancement bonus to Pilot checks to avoid nails, caltrops or similar puncture hazards.

Snow Tires: This equipment grants a character a +4 bonus to Pilot checks to avoid ice, oil slicks, or similar slip hazards.

Winch: This equipment is a large metal spool to which a character can securely fasten up to 300 feet of wire-cable. Once extended, the cable can be automatically rewound at a rate of 50 feet per round. To use this equipment you must also purchase cable.

VTOL: Aircraft with this equipment can take off and land vertically without a landing strip (and without needing to morph). They are also more maneuverable, gaining a +2 enhancement bonus to Pilot checks during maneuvers.

TABLE 6-2: TECH GEAR

Tech Gear	Priority	Point Cost
Infrared Sensors	2	
Infrared Dampers	3	
Lab Tools 1-5	1-5	
Lab Bay	3	
Long-range Visual 1-5	1-5	
Low-Light Sensors	1	
Motion Sensors	4	
Nexus Sensors	5	
Radar 1-5	1-5	
Radar (Nexus) 1-5	6-10	
Repair Tools 1	2	
Repair Tools 2	4	
Repair Tools 3	6	
Repair Tools 4	8	
Repair Tools 5	10	
Repair Bay	5	
Stealth Skin	5	
Sonar 1-5	1-5	

TECH GEAR

Whereas special powers fill the d20 System niche of spell-like and supernatural abilities, tech gear takes the place of many extraordinary abilities that are not tied to specific classes. For mechemorphs that want long-range scanners, internal repair bays, and high-power computer processing, tech gear is the way to go.

Tech gear is always “linked” to alt form. This means that it can only be used in that form. Primary forms are meant for combat, surrounding sensitive equipment like tech gear with armor and defensive mechanisms. Therefore, tech gear other than repair tools and lab tools only functions in alt form unless the mechemorph pays double the normal priority point cost to link it to his primary form.

Each alt form has a tech gear allowance, which represents a number of tech gear slots that can be mounted on the alt form at once. A tech gear item should be assumed to take up as many tech gear slots as its priority point cost.

TECH GEAR DESCRIPTIONS

Infrared Sensors: These sensors allow the mechemorph to view the world in the infrared spectrum. Its range and spotting ability is identical to the mechemorph’s vision, but ignores all shadows, fog, and other concealment. Mechemorphs’ nexus generators create noticeable pinpoint areas of heat that make it very difficult for them to hide from infrared sensors. Mechemorphs with active infrared sensors have the equivalent of the blindsense extraordinary ability with regards to living creatures and mechemorphs.

Infrared Dampers: Infrared dampers shield a mechemorph’s nexus energy and any other byproduct heat, and are therefore not able to be detected by the blindsense abilities of mechemorphs with infrared sensors.

Lab Tools: Lab tools are necessary to do any biological or environmental research. See “Knowledge (Earth biology),” page 30, for more details.

Lab Bay: A lab bay gives a +4 circumstance bonus to Knowledge (Earth biology) checks made within, and also generates enough raw materials to perform experiments on a regular basis.

Long-Range Visual: This tech gear includes long-range telescopes, aerial spy equipment, and space-scale observation equipment. Long-range visual 1 allows the mechemorph to target specific areas on-planet from as far away as 10 miles; as long as the mechemorph has line of sight to the area and the events being watched occur within the designated area (a 100-ft. radius), the mechemorph may make Senses checks as if he was present at the scene. Each point by which the rating of the long-range visual sensor increases gives the mechemorph another 10 miles of range and another 100-ft. to its radius.

Long-range visual may also be used to detect spacecraft and observe the movement of celestial bodies.

Low-Light Sensors: Low-light sensors give a

mechamorph the ability to see twice as far as normal in starlight, moonlight, and similar conditions of shadowy illumination. The mechamorph may retain the ability to distinguish color and detail under these conditions.

Motion Sensors: One step up from infrared sensors, motion sensors use a short-range sonic effect to detect movement and objects, regardless of available light and heat. Mechamorphs with active motion sensors are considered to have the blindsight extraordinary ability.

Nexus Sensors: The nexus generators in every mechamorph give off a unique energy signature that is impossible to hide. Not only do nexus sensors make invisibility, darkness, and most kinds of concealment irrelevant when other mechamorphs are concerned, it also provides the following advantages:

- Constant *deathwatch* effect with respect to other mechamorphs.

- Blindsight within 100 ft. with respect to other mechamorphs.

- *Detect mechamorph* at will, with an effect identical to *detect evil* except that instead of evil beings, mechamorphs register (at the same strength levels as those listed for clerics of evil deities).

Radar: The mechamorph can detect Large or larger airborne objects within 50 miles. Objects must be flying higher than 250 ft. above ground level in order to register on radar, and mountains, buildings, and other barriers disrupt the radar signal. Each point by which the rating of the radar increases gives the mechamorph's radar another 50 miles of range.

Radar (Nexus): As radar, except that the signal cannot be disrupted by barriers and it detects mechamorphs only. Nexus radar can be used underwater as a form of mechamorph-only sonar. Additionally, nexus radar can detect signatures lower to the ground. Each point by which the rating of the radar increases gives the mechamorph's radar another 50 miles of range and lowers its minimum detection height by 50 ft. Level 5 nexus radar can therefore detect ground-level mechamorphs.

Repair Tools: Repair tools are necessary to perform most Build/Repair tasks. See "Build/Repair (complex)" and "Build/Repair (simple)," pages 26–29, for more details.

Repair Bay: A repair bay gives a +4 circumstance bonus to Build/Repair checks made within, and also contains enough self-replenishing raw materials to create weapons or tech with priority point costs of 5 or less.

Stealth Skin: Stealth skin allows airborne mechamorphs to avoid detection by radar. The mechamorph with stealth skin is allowed a Stealth check opposed by the radar mechamorph's Senses check (with a range penalty to the Senses check of –1 for every mile of distance).

Sonar: Functions identically to radar, but detects Large or larger bodies in water.

WEAPONS

Weapons in *Mechamorphosis* are broken down into two main categories: mechamorphosis archaic weapons and mechamorphosis firearms. Archaic weapons are any weapons (albeit giant-sized) that can be found in the PHB. Firearms refers to mechamorph-specific advanced weaponry.

Archaic weapons are further broken down into simple, martial, and exotic. Firearms are further broken down into simple and martial. All weapons wielded by mechamorphs are treated as imbued with nexus energy for the purposes of overcoming damage reduction.

Human allies and enemies might also use Earth weapons; for these purposes, use weapons described in the PHB or *d20 Modern Roleplaying Game*.

Simple Archaic: Simple weapons are often defined by their Earth object origin. A lamppost is just a mechamorph-sized club, for example. Unlike the normal d20 System rules for improvised weapons, mechamorphs do not suffer penalties for using Earth objects as improvised simple weapons. When you're a freedom fighter on an alien planet, you learn to make do.

Martial Archaic: Martial archaic weapons are harder to improvise, and are therefore more often built specifically for mechamorphs. Many mechamorphs use up parts of their alt forms as martial weapons in their primary forms (a snowplow that becomes an ax blade, for instance, or an animal alt form tail that becomes a whip).

Exotic Archaic: Tyrants have a brutal tradition of gladiatorial combat, and it is from these arenas that many diabolical archaic weapons have been created. Mechamorph versions of exotic weapons are specially designed for their greatest warriors. Tales tell of blades made of pure nexus energy that bypass mechamorphs' armor entirely, but such "power swords" have not yet been found on Earth.

Simple Firearms: Simple firearms include blaster pistols, slug throwers, and shell launchers. They are most distinct from martial firearms in that they only ever allow for a single attack per round, regardless of the wielder's feats and iterative attacks from a high base

FIREARMS IN MELEE

Firearms provoke an attack of opportunity in melee, just like ranged weapons, and do not threaten adjacent squares for the purposes of attacks of opportunity. Further, when attempting to disarm a firearm, the attacker gets a +4 to the opposed roll.

RELOADING FIREARMS

One of the benefits of blaster weapons is that they never need to be reloaded. Explosive weapons, on the other hand, normally need to be reloaded as a move action. Some weapons may be self-loading; if they are, it will be mentioned in the description.

TABLE 6-3: FIREARMS

Weapon	Cost	Damage	Type	Critical	Min. Range	Range Inc.
<i>Simple Firearms</i>						
Blaster Pistol	1	1d8	Nexus laser	20/x3	0 ft.	100 ft.
Blaster Carbine	2	1d10	Nexus laser	20/x3	0 ft.	150 ft.
Blaster Rifle	3	2d6	Nexus laser	20/x3	0 ft.	200 ft.
Flamethrower	1	3d6	Fire	—	0 ft.	60 ft.
Shell Launcher	2	3d6	Nexus explosive	—	50 ft.	200 ft.
Slugthrower	3	2d6	Nexus slug	20/x2	0 ft.	100 ft.
Brittle Gel		1d8	See Description			
Oilslick		1d8	See Description			
Smoke		1d6	See Description			
<i>Martial Firearms</i>						
Automatic Blaster Pistol	5	2d6	Nexus laser	19–20/x3	0 ft.	100 ft.
Automatic Blaster Carbine	6	2d8	Nexus laser	19–20/x3	0 ft.	150 ft.
Automatic Blaster Rifle	7	3d8	Nexus laser	19–20/x3	0 ft.	200 ft.
Machine Gun Slugthrower	8	2d6	See slugthrower	19–20/x3	0 ft.	200 ft.
Missile Launcher	7	3d10	Nexus explosive	—	100 ft.	1,000 ft.
Missile Salvo Launcher	8	3d6	Nexus explosive	—	50 ft.	500 ft.
Recoilless Shell Launcher	6	4d8	Nexus explosive	—	25 ft.	500 ft.
Torpedo Launcher	5	3d10	Nexus explosive	—	100 ft.	1,000 ft.

attack bonus. They also cause less damage or have lower critical threat ranges and multipliers.

Some simple firearms are equipped with hollow shells that deal less damage on impact, but deliver caustic chemical substances to their targets.

Martial Firearms: Martial firearms include automatic laser rifles, multi-salvo rocket launchers, and recoilless shell launchers. Most martial firearms either allow their wielders to make multiple attacks with full attack actions and feats, or offer high damage and critical threat ranges and multipliers.

STARTING WEAPONS

Simple archaic weapons are available to any mechaform, while two martial or exotic archaic weapons may be selected for one point. Firearms have varying individual costs, as shown on Table 6-3.

Weapons are made primarily for use in the mechaform's primary form, meaning they are "linked" to that form. If a weapon is not in hand, it is mounted on the mechaform's shoulder, back, or other location of your choice. With the right feats, you can even fire all of those weapons at once!

Alt forms, on the other hand, have limited weapon slots available. In order for a weapon to be usable in a mechaform's alt form, the mechaform must assign weapon slots to it up to the weapon's priority point cost. Weapons on alt forms are assumed to be pointing forward. By assigning an extra weapon slot to it, however, the mechaform may add a turret to the weapon, giving it a 360-degree firing arc.

ARCHAIC WEAPON DAMAGE

Unlike mechaform firearms, mechaform archaic weapon damage is extremely dependent on size. Archaic mechaform weapons use the normal statistics for weapons as presented in the PHB. However, the wielder that a weapon is sized for can dramatically affect the weapon damage. For every size category above Medium for which a weapon is designed, increase the damage by one step. For your convenience, weapon damage dice increases are listed in Table 6-4.

FIREARM QUALITIES

Beyond just amazing killing power at a distance, firearms have the advantage of dealing damage based on their level of technology (reflected in priority cost) rather than size. Firearms allow some of the most dangerous mechaforms to be the smallest and must unassuming.

Cost: This is the weapon's cost in gear priority points.

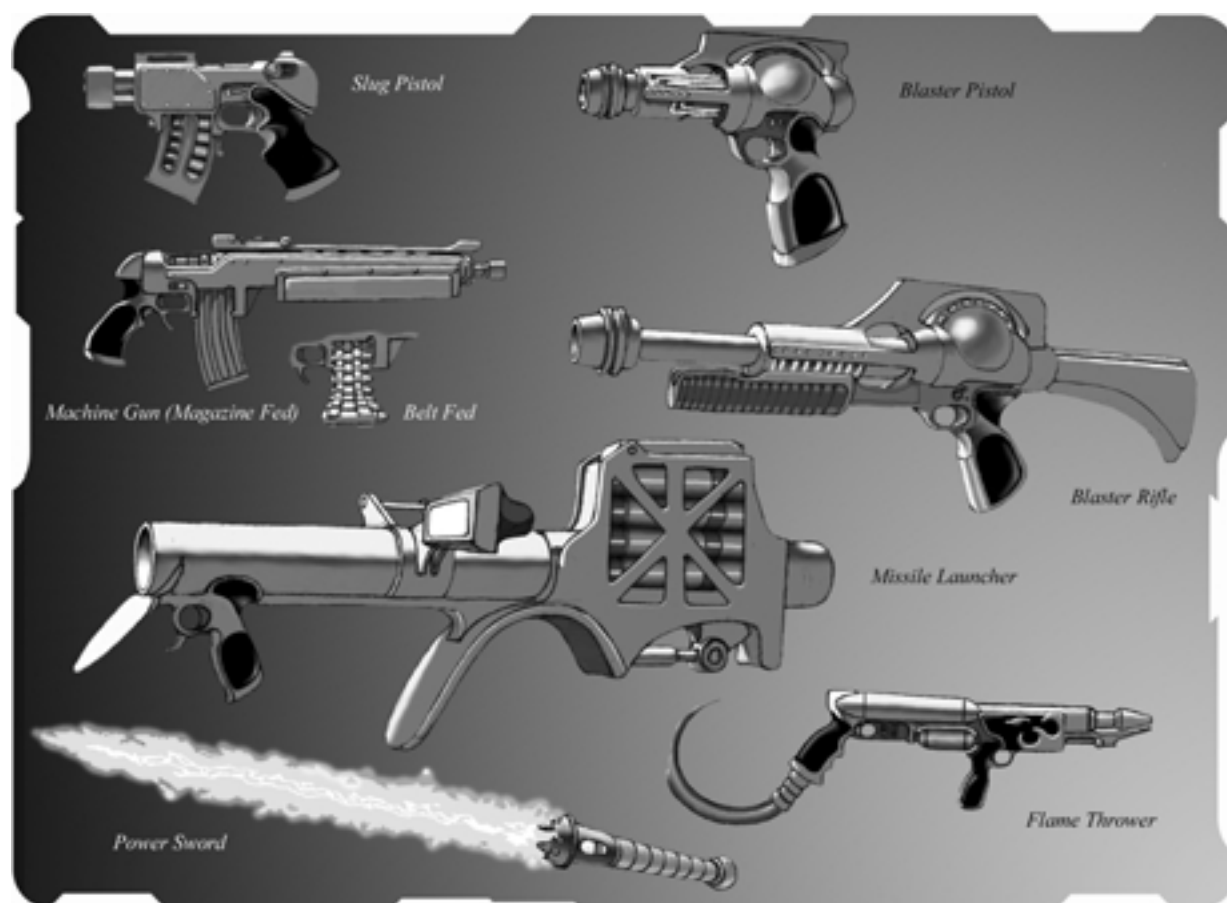
Damage: Firearms either do direct damage or explosive damage. Weapons in *Mechamorphosis* are linked with the 'bots that wield them; in this world, it's which 'bot is firing that's important, not the serial number on the blaster muzzle. Therefore, damage from weapons can vary due to a few factors.

First of all, explosive weapons' effects become more potent when the 'bot that fires them knows just how to aim its rockets. The DCs of explosive weapons (and other weapons requiring DCs,

TABLE 6-4: INCREASED DAMAGE BY SIZE

Old Damage*	New Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
2d6	3d6
2d8	3d8
3d6	4d6
3d8	3d10
4d6 or 3d10	4d8
4d8	5d8
5d8	6d8

* Repeat the adjustment if the weapon moves up more than one size category.



like slugthrower special shells) are determined with the following calculation: $10 + 1/2$ the wielder's Hit Dice + Dexterity modifier.

Also, mecha-morph firearm damage can vary, similarly to archaic weapon damage. Instead of damage dice increasing due to size, however, the damage dice increase by one step for every five Hit Dice its wielder has. For instance, a blaster pistol does a baseline damage of 1d8. In the hands of a 10th-level mecha-morph, it does 3d6.

Critical: This lists the critical threat range and critical hit multiplier of the weapon.

Type: Describes the type of damage done. Nexus lasers, nexus slugs, and nexus explosives bypass damage reduction/nexus energy.

Minimum Range: Some explosive weapons are not armed until they reach a minimum distance from their launcher. If a weapon impacts a target before exceeding minimum range, it does 1d4 points of piercing damage.

Range Increment: The range increments at which the weapon wielder suffers a -2 cumulative penalty. For missile launchers and torpedoes, the range increment is the distance the missile or torpedo travels in one round. If it hasn't reached its target after traveling 10 range increments, the missile or torpedo disarms and stops.

FIREARM DESCRIPTIONS

Blaster Pistol: The basic firearm for mecha-morph soldiers, this pistol lacks power and range but can be used one-handed and is easy to store in most forms.

Blaster Carbine: You can use this two-handed firearm with one hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Blaster Rifle: This single-shot rifle packs a punch and more range than a pistol or carbine, but requires two hands in primary form to shoot effectively.

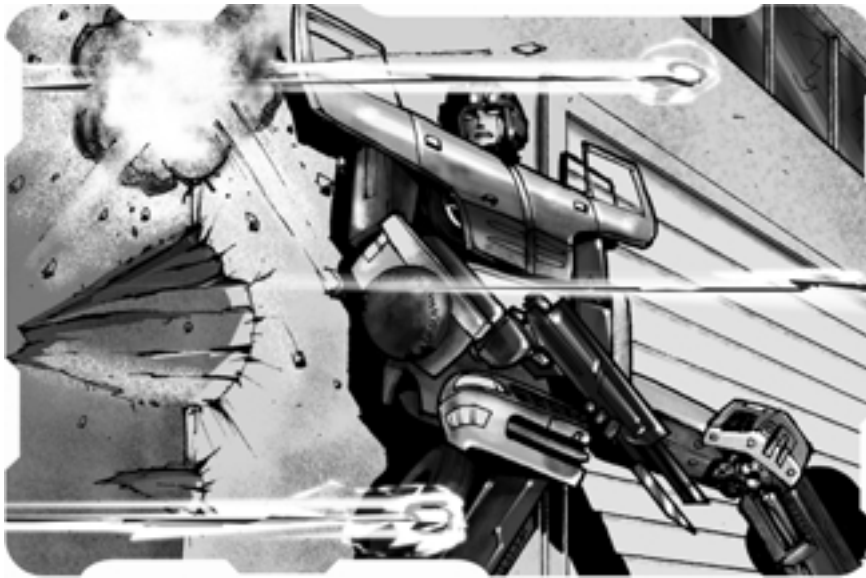
Flame Thrower: This volatile weapon affects everything in a cone as wide as it is long. Creatures caught in the cone may make Reflex saves for half damage. For every priority point spent above one, the length and width of the cone increase by 10 ft. and the damage increases by 1d6.

Shell Launcher: A shell launcher is a mecha-morph weapon that looks and works very much like the turrets and cannons found on armored Earth vehicles. If a shell launcher hits a target, deal damage to that target as normal without a saving throw. It also deals explosive damage in a 30-ft. radius. Characters in the radius (including the target, if the shell missed) may make Reflex saves for half damage.

Shell launchers must be reloaded each round as a move action.

Slugthrower: This weapon is usually used to deliver solid, hard-hitting projectiles. However, it can also be used with hollow shells to deliver special substances. Switching shell types requires a mecha-morph to reload as a move action. Clips hold 10 shells before needing to be reloaded.

Brittle Gel: These shells are filled with a substance that does not do any direct damage to a target, but instead reduces the target's damage reduction (or hard-



ness) by 1d6 points. The effect lasts for 1d4 rounds.

Oilslick: These shells do not do any direct damage; however, when they impact with an object, they release oil that expands out in a 30-ft.-radius burst of liquid identical to the *grease* spell. The save DC uses the same calculation as explosive weapons. The oilslick persists for one hour.

Smoke: These shells do not do any direct damage; however, when they impact with an object, they release a cloud of smoke that expands out in a 100-ft.-radius spread that is identical to the *fog cloud* spell.

Automatic Blaster Pistol: With all the versatility and concealability of a blaster pistol, but allowing for more than one shot per round, the automatic blaster pistol is a favored scout weapon.

Automatic Blaster Carbine: As with its single-shot cousin, you can use this two-handed firearm with one hand, but you take a penalty on attacks rolls as if attacking with two light weapons.

Automatic Blaster Rifle: This two-handed weapon maximizes damage potential and range, while allowing for marksmechs to use their high base attack bonuses and feats to squeeze off multiple shots in a round.

Machine Gun Slugthrower: This primitive but versatile weapon works just like the slugthrower, except that it allows for multiple shots each round and holds 20 shells in a single clip. Paying one additional priority point provides a belt feed to the clip, which allows for 100 rounds to be fired before reloading. Belt feeds can be reloaded as a full-round action.

Missile Launcher: Prior to firing a missile, the wielder must spend a full-round action acquiring a target. On the following round, the wielder can fire the missile as a free action. The missile then travels 1,000 ft. (20 squares at surface scale or 2 at air scale) each round until it hits its designated target or runs out of fuel. A missile has enough fuel to travel for 10 rounds. When the missile enters the target's square, the wielder makes an attack roll. A success means the missile deals damage

to the target as normal without a saving throw. It also deals explosive damage in a 30-ft. radius. Characters in the radius (including the target, if the missile missed) may make Reflex saves for half damage.

Missile launchers may only release one missile per round, and may fire 10 missiles before needing to be reloaded as a full-round action.

Missile Salvo Launcher:

This devastating weapon works similarly to a missile launcher, but the wielder can acquire as many targets in a single round as he has ranged attacks (including the use of feats like Rapid Shot). Any

penalties for taking multiple attacks apply to the attack roll made when the missiles enter their targets' squares.

Because of their smaller "swarm" design, missile salvos can only travel for 5 rounds before running out of fuel. Missile salvo launchers must be reloaded after every salvo as a full-round action.

Recoilless Shell Launcher: This weapon combines the destructive potential of missiles, the high speed of automatic weapons, and the short-range capabilities of blasters. Like the shell launcher, the recoilless shell launcher fires shells that deal explosive damage to its target without a saving throw, as well as explosive damage in a blast radius to those near the point of impact. However, to allow for close-ranged combat, the explosive radius of the recoilless shell launcher's shells can be adjusted as a move action, from a 5-ft.-radius burst to as large as a 15-ft.-radius burst.

Torpedo: Torpedos work just like missiles, except that they travel underwater.

Chapter Seven

PLAYING A MECHAMORPH

"Dervish is coming back for another strafing run."

"Oh dear. There goes my new paint job."

□ *"Bud" Wheeler and Class*

Mechamorphosis was designed to handle combat between a variety of different types of vehicles in a manner that is fun and easy. Don't blow your logic circuits trying to determine if a sportscar can really outrace a jet. You've got a world to save, so morph into action!

SCALE

The three scales in *Mechamorphosis* are character scale, surface scale, and air scale. As discussed in Chapter Two, character scale is used to handle firefights between mechamorph primary forms or animal alt forms, as well as short-range alt form vehicle duels. In character scale, vehicles behave just like normal creatures. They can move precise distances without making checks, can turn fairly easily (within the limits of their maneuverability scores), and can even jump and make attack rolls normally. In character scale, one inch equals 10 feet.

While the character scale in *Mechamorphosis* is larger than the normal d20 System scale, it is still small enough that a slow-moving vehicle can cross a large map in a single round. Therefore, *Mechamorphosis* also uses a surface scale in which one inch equals 50 feet (and, optionally, an aircraft scale where one inch equals 500 feet). It's possible to design long complex encounters that actually move from one scale to the next. For instance, a crash at surface scale could quickly turn into a firefight at character scale.

As a useful shorthand method of tracking distance and speed, we drop actual distances and simply refer to the number of squares that represent them. For instance, if a speed boat is moving at speed 10, it is moving 500 feet per round.

Surface and air scale encounters involve an unpredictable mix of fast-moving vehicles and dangerous obstacles. This is what vehicle combat is all about. Encounters at these scales deal with relative positions, just like character scale encounters, but with a greater level of flexibility within the given squares. Vehicles moving in many different directions can still run off the map in no time at this scale, however. Therefore, surface and air scale works best for encounters where vehicles battle each other racing toward the same objectives or inside closed arenas. For encounters in which vehicles may veer off suddenly or head in different directions, a narrative combat works better than mapping it out. The same rules can be used for such a combat, but the positions of the various vehicles are determined by the GM and the players' imaginations, rather than by miniatures on a map grid.

VEHICLE ALT FORMS

"If you don't like the way I fly, then you can step outside and walk." — Dervish

Mechamorphs are designed to mimic ordinary vehicles, and the two have much in common. There are, however, a few differences. When a mechamorph is in his vehicle alt form, he is both the vehicle and the pilot. Vehicle alt forms are not treated as constructs, but do retain their mechamorph characteristics, abilities and immunities. Unlike ordinary vehicles, vehicle alt forms get to make saving throws.

Characters can morph into vehicle alt form and start their engines as a single move action. Each round while in vehicle alt form, the character must use a move action

to move. He may then also elect to take a standard action while piloting.

Like ordinary vehicles, mechamorphs in their vehicle alt forms can carry passengers. When a mechamorph is in a vehicle alt form, he may open and close his doors at will, allowing a potential passenger who makes a successful Acrobatics check (DC 10) to come aboard as a free action. Otherwise, a passenger must use a move action to enter a mechamorph's vehicle form.

A mechamorph may also choose to let a willing passenger become its pilot. A vehicle mechamorph with potential pilots must declare at the beginning of each round whether it is piloting or is letting itself be piloted by a passenger. While being piloted, the passenger takes a move action each round to move the character's vehicle alt form. This leaves the mechamorph free to take its full actions for that round, including a full attack action.

Ordinary Vehicles

Mechamorphs frequently encounter ordinary vehicles. Most often a mechamorph will find itself driving among them, but sometimes it might find itself in an all-out fight with them. Ordinary vehicles are treated as constructs for the purposes of characteristics, abilities and immunities. However, vehicles are inanimate objects, which means that they require pilots to move and always fail saving throws.

SURFACE AND AIR SCALE

Surface and air scale are when the speedy mechamorphs truly shine. Sports cars can leave their opponents in the dust, and jets can strafe ground-based mechamorphs with awe-inspiring attacks.

For simplicity, speeds in *Mechamorphosis* are simply referred to by the number of squares they represent.

Speed Modifiers

It's harder to hit you when you are moving at 90 mph, but it's not so easy to shoot a plasma cannon at that speed either. Speed modifiers apply to a character's Pilot checks, initiative checks, and attack rolls while attacking at high speeds. The applicable speed modifier depends upon whether the vehicle is operating on the surface scale (Table 7-3) or air scale (Table 7-4). Note that AC bonuses apply to the vehicle with one special exception: the bonus is relative. A vehicle traveling at speed 20, for instance, has a +6 speed bonus to AC against stationary attackers or opponents heading in different directions. Against vehicles at speed 10 and heading in the same direction, the vehicles speed bonus to AC is only +4, and against vehicles moving the same speed or faster and heading in the same direction, it gets no speed bonus at all.

Changing Speed

A pilot can change the speed of his vehicle once each round as a free action. How easy or difficult this is to do depends on the vehicle and the amount by which the pilot wants to accelerate or decelerate. The vehicle's acceleration number denotes how many squares per

TABLE 7-1: SURFACE SPEED MODIFIERS

Speed	AC Bonus	Check Modifier
1-5	+0	+0
6-10	+2	-2
11-15	+4	-4
16-20	+6	-6
21-30	+8	-8
31-40	+10	-10
41-50	+12	-12
50+	+2/10 sqs.	-2/10 sqs.

TABLE 7-2: AIR SPEED MODIFIERS

Speed	AC Bonus	Check Modifier
0	+0	+0
1	+2	-2
2	+6	-6
3	+8	-8
4	+10	-10
5-10	+12	-12
11-20	+14	-14
21-30	+16	-16
31-40	+18	-18
41-50	+20	-20
50+	+2/10 sqs.	-2/10 sqs.

round a vehicle may accelerate without the pilot needing to make a Pilot check. The pilot may alternately decelerate his vehicle by twice this amount without making a Pilot check.

Accelerating by more than the listed number (or decelerating by more than twice the listed number) requires a Pilot check. The DC depends on how much change in speed is being attempted and the check is modified by the vehicle's current speed and its handling rating. The three categories of difficulty in changes of speed are Moderate, High, and Extreme.

Category	DC	Effect
Moderate	15	2x acceleration
High	20	3x acceleration
Extreme	30	4x acceleration

For example, a mechamorph in sports car form has an acceleration of six (and therefore a deceleration of 12). The mechamorph can increase his speed by six with no check, by 12 with a Pilot check of 15, by 18 with a Pilot check of 20, and by 24 with a Pilot check of 30. Likewise, if he was at a speed of 24 and wanted to come to a full stop, the character would need to make a DC 15 Pilot check for 2x the normal deceleration rate of 12.

Pilot checks to accelerate and decelerate are modified by speed modifiers and handling modifiers. The handling modifier for a vehicle can be determined by referencing its maneuverability, as shown on Table 9-5.

Ground vehicles, water vehicles, helicopters, and aircraft with VTOL may also pilot in reverse at quarter top speed and with a -8 to all Pilot checks. Before going

into reverse, a vehicle must come to a full stop.

Relative Speeds

A mechamorph in his vehicle alt form that is traveling at its top speed of 30 must move 30 squares on its turn. It becomes difficult to map out this speed on a map that only covers a dinner table. In most combat situations, all participants will be moving at similar speeds, so long-distance battles may use something called relative speed.

When using relative speed, the map is the moving object in the abstraction, even though the cars and jets are considered to be speeding through the game world. The strict facing that comes with wheeled travel requires one edge of the map to be designated the forward edge, or the direction in which the bulk of the participating vehicles are facing. For example, in a highway battle wherein a band of Exiles is attempting to beat a squad of Tyrants to the wreckage of a downed spacecraft, the direction of the spacecraft wreckage would be designated the forward edge of the map. The opposite side of the map is called the trailing edge.

A general sense of the terrain is also necessary, such as “gravel road,” “wide-open desert,” or “blackened four-lane freeway.” In the case of encounters set on a defined roadway, the map should indicate the edges of the road. Bends and turns in the road can be dealt with as hazards when they come within the map area. Redrawing the map every time the road bends is usually more trouble than it’s worth.

Round by round, the map can be redefined according to the new hazards, obstacles, and situations the roving combat moves through. Obstacles such as wreckage, ruins, wildlife, and bystanders are moved across the map relative to the vehicles. Generally, this means that an object appears on the forward edge of the map and exits through the trailing edge.

The environment defined by the map can change from round to round, too. In a round where the combat crosses a bridge, the spaces to either side of the roadway suddenly become a fatal fall. Should the road later pass through a tunnel, those same spaces become solid walls of rock. These sort of environmental effects can be used to create diode-surging changes in action, as the priorities of characters in the encounter change from fighting to maneuvering and back again.



Because the combat scale allows for using relative movement rather than absolute speed when tracking vehicles, a vehicle may move forward or backward on its turn relative to the other vehicles on the map. Even if the miniature car in your hand is falling back toward the trailing edge of the map, your character’s turbo-charged vehicle alt form in the game universe is still careening forward at 90 to 100 mph.

For example, a mechamorph in its motorcycle alt form and a jeep piloted by an AUTO member are in a high-speed duel at 20 squares per round (114 mph), both traveling down an asphalt road. If the motorcycle character wins initiative and chooses not to accelerate, decelerate, or turn, the mechamorph’s position on the map doesn’t change. On the military character’s turn, if he accelerates by 2 squares per round, he moves forward with the jeep 2 squares. If he decelerates by 10 squares, he moves backward with the jeep 10 squares. If he too, does not accelerate, decelerate, or turn, he does not change position on the map.

When using relative speeds, a drastic change in speed categories may result in changes to the encounter. A vehicle that accelerates or decelerates drastically may exit the map area. If no vehicles close with the departing vehicle, then the vehicle can be assumed to have fled the scene. If other vehicles do pursue the departing vehicle, then you should clear the map at the end of the round and have each character enter the new map area from the appropriate direction, at the new speed category.

TABLE 7-3: HANDLING MODIFIERS

Maneuverability	Handling Modifier
Clumsy	-12
Poor	-6
Average	+0
Good	+6
Perfect	+12

GOING FOR A RIDE

Vehicles do not move as precisely as mechamorphs’ primary forms or characters traveling on foot. A vehicle

can only travel in the direction it faces unless traveling in reverse. While at character scale, vehicles have the option to double move or run. At surface or air scale, a vehicle only moves once per round, when it takes a move action. Additionally, the vehicle has to move its speed in number of squares, regardless of whether or not the pilot takes an action.

Initiative: All combat participants roll for initiative on the first round of combat. Because the vehicle that goes last can be at an advantage in terms of maneuvering, surface and air scale uses a variation on the delaying rules. Pilots may delay to negative numbers for initiative, going as low as the negative version of their initiative number. Characters on foot and non-piloting passengers do not have this option. This ensures that the pilot with the best initiative always has the option to maneuver in response to all other pilots.

For example, two mechamorphs in their vehicle alt forms and a military tank are careening around in the desert. The characters roll a 22, 13, and 5 for initiative. The character that rolled a 22 may go first (a benefit if the character is about to be fired upon) or may delay to an initiative count of -22. Since the lowest one of the mechamorph's opponents can go is -13, it can respond to all of their movements and end the turn exactly where it wants to be.

Normally, you would simply keep the same initiative throughout combat. If you prefer a fluid combat system and don't mind some extra rolling, however, you may reroll initiative every round.

Change Speed: As a free action, a pilot must declare his vehicle's speed for the round, even if he does not accelerate or decelerate.

Optional Standard Action: A pilot can elect to use a standard action (often shooting a weapon) before or after movement, just as though he were on foot. If a pilot forgoes his standard action, he may attempt an attack maneuver (ramming or slamming) as detailed below.

Mandatory Move Action: So long as the vehicle is operating at any speed other than 0, a pilot must take a move action to move the vehicle the appropriate number of squares. Any active piloting maneuvers (such as a hard turn) are made at this time as free actions, as are any reactive piloting maneuvers required to deal with external circumstances (such as maintaining control over rough terrain, avoiding obstacles, or jumping a chasm).

Additionally, if the pilot did not take his optional standard action before moving, he may use the standard action during or after movement, may delay, or may ready an action.

PILOTING MANEUVERS

Maneuvers are part of a vehicle's movement, carried out on the pilot's move action. Most maneuvers require Pilot checks to accomplish. Pilot checks are affected by speed modifiers and handling modifiers.

Avoid Obstacle or Hazard: When a vehicle at surface or air scale enters a space containing an

obstacle or hazard, the pilot must make a Pilot check to avoid it. Obstacles are physical objects in the path of a vehicle that can cause damage, such as crates, boulders, disabled vehicles, fences, and structures. A hazard is anything in the path of the vehicle that could cause the vehicle to lose control, such as ice, oil slicks, vegetation, or small creatures. Hitting an obstacle causes collision damage, while hitting a hazard may cause a loss of control. If the entire combat takes place in a hazard zone, the GM may simply apply a circumstance penalty to all Pilot checks during the combat.

Sample hazards and obstacles, and their DCs, are listed on Table 9-6.

Hard Turn: You change your facing and direction of travel by 90 degrees without losing speed. This requires a Pilot check with a base DC of 15, +5 per additional hard turn per move. A vehicle must move straight for two squares between turns.

Punching It: Punching it means to accelerate a vehicle past its top speed by up to a quarter of its normal top speed. Every round a vehicle is punching it, there is a 10% cumulative chance that it will lose control. Additionally, all Pilot checks while punching it have a -4 penalty in addition to any normal speed and handling penalties.

Sideslip: A vehicle may move side to side without changing its facing by performing a sideslip. This maneuver moves the vehicle one square to the right or left and one square forward or backward. Only two sideslips may be performed per turn. No Pilot check is necessary.

Soft Turn: You change your facing and direction of travel toward one of the diagonals. No Pilot check is necessary. You must move straight for at least two squares between turns.

Bottlegger Turn (Ground/water only): A bootlegger turn allows a vehicle to change its facing by up to 180 degrees while coming to a complete stop. First, the

TABLE 7-4: HAZARDS AND OBSTACLES

Hazard or Obstacle	DC
Minor hazards	10
(rough road, rough water)	
Medium hazards	15
(ice, nails, flock of birds, sand bar)	
Major hazards	20
(caltrops, oil slicks, shallow reef, windsheers)	
Tiny obstacle	9
(tire, keg, fence post, buoy)	
Small obstacle	12
(bicycle, oil drum, weather balloon)	
Medium obstacle	15
(boulder, human, wreckage)	
Large obstacle	20
(small building)	
Huge obstacle	25
(meteor, radio tower)	
Gargantuan obstacle	30
(lake, large spacecraft)	
Colossal obstacle	40
(iceberg, skyscraper, space station)	

vehicle may move any distance up to its speed for the round. Then the pilot must make a Pilot check for the facing change followed by a Pilot check to successfully decelerate to 0. Failure of just the facing change check means the vehicle only made it halfway in the turn but comes to a complete stop, while failure of just the rapid deceleration results in loss of control.

Aircraft and submersibles with VTOL may make bootlegger turns.

Facing Change	Pilot DC
45 degrees	5
90 degrees	10
135 degrees	15
180 degrees	20

Jump (Ground/water only): To make a successful jump, the vehicle must first move in a straight line a number of squares equal to one quarter its top speed. For jumps requiring height (such as jumping over a vehicle), some sort of object must be available to serve as a ramp or a bump (for watercraft this may be a wave). When using an improvised ramp or bump, make DC 15 Pilot check to maintain control of the vehicle. If this check fails, the character lands out of control.

The GM should set the DC of the jump maneuver between 15 and 30, depending on the difficulty. Remember that handling modifiers apply, so a semi-trailer, for instance, is unlikely to clear all but the smallest gaps.

Climb/Dive (Flying/submersible only): In most air scale sequences, it's not especially important to track altitude. For example, in a dogfight between two aircraft or spacecraft, you really only need to know the distance between the two vehicles . . . how much of that distance is vertical isn't likely to be an issue. Altitude can become an issue when an aircraft or submersible is engaged with a surface vehicle, because the aircraft or submersible can essentially dictate the minimum range between the two. In these cases, the pilot of the flying vehicle should simply announce his altitude at the beginning of the encounter, then track any changes that develop. Similarly, the pilot of the submersible would announce his depth and track any changes. By executing this maneuver, a vehicle can climb or dive at an angle up to 45 degrees. No Pilot check is necessary. For simplicity, for a climb, assume the vehicle moves forward half its speed and gains half its speed in altitude or loses half its speed in depth. Likewise, for a dive, the vehicle moves

forward half its speed and loses half its speed in altitude or gains half its speed in depth. A vehicle must remain level for at least one square between climbing and diving. Aircraft and submersibles with VTOL may move straight up or down without using the climb/dive maneuver.

Rapid Climb/Dive (Flying/submersible only): The vehicle climbs or dives at an angle up to 90 degrees. The pilot may choose how much of the vehicle's speed to expend gaining or losing altitude or depth, but it must be more than half. Requires a Pilot check with a base DC of 15, +5 per additional rapid climb or rapid dive per move. The vehicle must remain level for at least one square between climbing and diving.

Loop (Flying/submersible only): The vehicle executes a full loop over the course of the round, gaining and losing altitude or depth and ending up in the same position as it started. Executing a loop requires a

DC 20 Pilot check. Any mechamorphs grappling the vehicle must make a grapple check with a -5 penalty to the roll, opposed by the Pilot check made to complete the loop, in order to stay on the vehicle.

Roll (Flying/submersible only): The vehicle executes a 360 degree lateral roll, ending in the same upright orientation as it started. Executing a roll requires a DC 15 Pilot check. Any mechamorphs grappling the vehicle must make a grapple check, opposed by the Pilot check made to complete the roll, in order to stay on the vehicle.

Immelmann Turn (Flying/submersible only): This difficult maneuver is a half-loop and a half-roll. The vehicle climbs, inverts, then executes a half-roll to return in an upright orientation and reverse its direction of travel. The vehicle ends its move in the same square in which it started, facing the opposite direction. This is the only way for an aircraft or submersible without VTOL to make a 180 degree turn; otherwise, it must

make consecutive soft or hard turns to reverse its direction. Executing an Immelmann turn requires a DC 25 Pilot check. Any mechamorphs grappling the vehicle must make a grapple check with a -5 penalty to the roll, opposed by the Pilot check made to complete the Immelman turn, in order to stay on the vehicle.

Landing (Flying only): This maneuver is used to land an aircraft. Assuming the aircraft is attempting to land on a flat, even surface, such as a runway or a landing strip, this maneuver requires a DC 10 Pilot check. The DC may be modified depending upon conditions.

Vehicles with VTOL capability do not need to make



Pilot checks to land. Additionally, mechamorphs may land as part of morphing.

Take off (Flying only): This maneuver is used to take off from a flat, even surface, such as a runway or a landing strip. This maneuver requires a DC 10 Pilot check. The DC may be modified depending upon conditions.

Vehicles with VTOL capability do not need to make Pilot checks to take off. Additionally, mechamorphs may take off as part of morphing.

ATTACK MANEUVERS

Ramming: Ramming another vehicle requires that your vehicle occupy the same square as the enemy and that you make a Pilot check equal to the target's touch AC. Both vehicles suffer collision damage. Ramming another vehicle ends movement that round for the ramming vehicle; if it would have had movement left over, it can use the remaining movement to push the rammed vehicle forward one square per size category by which it is larger than the other vehicle.

Slamming: This maneuver can be used to damage vehicles and push them out of control. Just as with ramming, you must occupy the same square as the target vehicle and you must make a Pilot check equal to the target's touch AC. If you succeed, you do 1d6 points of damage to vehicles of the same size as you, plus an additional 1d6 per size category by which your vehicle is larger than the target vehicle. If you have movement left over after slamming the enemy vehicle, you may attempt to force the vehicle out of control. You and the enemy pilot make opposing Pilot checks. The larger vehicle receives a +4 bonus to the check for every size category by which it is larger than the other vehicle. If the slammer wins, he knocks the enemy vehicle out of control.

Run Down: Last but not least, a vehicle is at a huge advantage against a pedestrian or creature. Pilots may attempt to run down living creatures, or mechamorphs two or more sizes smaller than the vehicle, by entering their squares and making Pilot checks against their touch ACs. If the pilot wins, treat it as a collision. The creature takes full damage and the vehicle takes half damage after the size multiplier is applied. Most creatures that a mechamorph might run down can not penetrate a mechamorph's damage reduction; running down another mechamorph, however, subjects the attacking vehicle to nexus energy damage, to which the damage reduction does not apply.

COLLISIONS

*"... And then this building just sat down in my way."
— Class*

If a vehicle collides with something, it takes damage based on its current speed. If a vehicle collides with a moving object, such as another vehicle or an animal alt form, the GM must determine the net speed of the impact based on velocity and angle of impact.

Collision Damage

Collision damage begins with speed. When colliding with a stationary object, both objects suffer Sd6 damage, where S is half the vehicle's current speed. Note that aircraft travel at much higher speeds and therefore suffer much more damage. When an aircraft collides with a stationary object, both objects suffer Sd6x10 damage, where S is half the aircraft's current speed. Thus, collisions involving aircraft and spacecraft can be catastrophic. Damage to each object is calculated separately, multiplied by the size category of the other object in the collision.

Size of other Object	Damage Multiplier
Diminutive	x1/4
Tiny	x1/2
Small	x1
Medium	x2
Large	x3
Huge	x4
Gargantuan	x5
Colossal	x6
Immense	x7

Collision with a moving object also depends on the angle of impact.

- If two vehicles were moving directly toward each other when they crashed, add their speeds together for the purposes of determining collision damage.
- If two vehicles are moving in the same direction and one rammed the other, subtract the lower from the higher speed. Use the difference to determine collision damage.
- If the target vehicle was moving perpendicular to the other, ignore the target vehicle's speed when determining collision damage.

Damage to Passengers

Passengers in a vehicle collision take half damage dealt to the vehicle after accounting for damage reduction. Passengers who make a DC 20 Reflex save take half of this damage.

LOSING CONTROL

Collisions and failed maneuvers can cause a pilot to lose control of the vehicle. If a vehicle goes out of control, a mishap occurs. Its severity depends on how badly the pilot failed the Pilot check that resulted in the loss of control.

- **Failed by 5 or less** ☐ **Slip:** The vehicle slips sideways, loses traction, or swerves slightly. The vehicle completes any maneuver the pilot was attempting and moves its current speed. However, the pilot suffers a -4 penalty to all maneuvers until he makes a successful Pilot check to regain control.
- **Failed by 6-10** ☐ **Slide:** The vehicle almost slides out of control. The vehicle only moves half its current speed and completes any attempted maneuver only halfway. If the pilot attempted an extreme acceleration or a hard turn, he only manages a high acceleration

or a soft turn. If he was swerving to avoid an obstacle or hazard, he still clips or sideswipes it, taking half normal damage. The pilot also suffers a -8 penalty to all maneuvers until he makes a successful Pilot check to regain control.

- **Failed by 11-15**

- **Spin:** The vehicle spins out of control, continuing on its previous path and direction and colliding with anything in its path. A spinning vehicle travels a number of squares equal to one-quarter its remaining speed for the round, then comes to a stop facing a random direction.

- **Failed by 16+** □ **Roll:** An out-of-control vehicle may roll over. A rolling vehicle travels in a straight line along its previous course for a number of squares equal to one quarter its remaining speed for the round, then comes to a stop facing in a random direction. At surface scale, the vehicle takes damage equal to $2d4 \times$ the number of squares it rolled (at air scale, multiply this number by 10). Passengers take half this amount of damage, but may attempt a DC 20 Reflex save for quarter damage. Passengers that fail their Reflex saves by 10 or more and are not belted in some way are thrown from the vehicle for collision damage. There is a 50% chance that a rolled vehicle lands right side up.

- **Unknown:** If the vehicle was piloted out of control as a result of an opposed roll, use the difference of the opposed rolls to determine the mishap. If neither opposed rolls nor a failed Pilot check causes the mishap, the GM should assign a mishap using his best judgment.

- **Regaining Control:** The base DC to regain control after a mishap is 10. This is modified, however, by the penalty caused by the mishap as well as by any speed, hazard, terrain and handling modifiers.

ATTACKING FROM A VEHICLE

"Just get me a little closer, Bud, and that Tyrant will be wreckage." — Roadraid to "Bud" Wheeler

When a mechamorph is in its vehicle alt form, it can use an attack action to make use of a single weapon that is linked to its form. Attack rolls are made as normal, plus any modifiers based on the character's speed and actions taken by the pilot (such as piloting defensively, below). A mechamorph that is being driven by a passenger and therefore has not taken any actions to move may make a full-attack action.

A passenger attacking from a vehicle may make use of his own personal weapons or weapons mounted on the vehicle. Attack rolls are made with modifiers due to



the vehicle's speed and actions taken by the driver.

A few new attack options are available to vehicle-based combatants:

Piloting Defensively: A pilot may choose to pilot defensively as part of an attack, earning a +2 dodge bonus to the vehicle's AC for one round. All attacks made from the vehicle suffer a -4 penalty.

Total Defense: A pilot can use the total defense action to garner a +4 dodge bonus to the vehicle's AC by giving up his attacks. Passengers make attacks at a -8 penalty until the pilot's next turn.

DEATH ON THE HIGHWAY

"All he left behind was his license plate."

— Jaunt, eulogizing the passing of Wheelwell

When a mechamorph's vehicle alt form is brought below 0 hit points, it must make a DC 15 Fortitude save or lose control. If the mechamorph is being piloted by a passenger, the passenger may make a DC 15 Pilot check to keep the alt form from losing control. If the mechamorph's alt form does not go out of control, then its speed decreases by 4 each round until it comes to a stop or falls. Any passenger that is piloting the mechamorph can continue to make necessary Pilot checks to avoid obstacles or hazards or bring an aircraft alt form in for a landing. Provided the mechamorph has not been reduced below -10 hit points, it can be revived as normal. If the mechamorph has been reduced to -10 hit points or lower, it is considered destroyed and can only function once it has been rebuilt.

SPECIAL RULES FOR MECHAMORPHS

As living machines, mechamorphs occupy a unique place in d20 System mechanics. While they share some

properties with constructs (such as not needing to eat, breathe, or sleep), they have some vulnerabilities and needs that make them much more akin to organic beings than to the objects they disguise themselves as.

NEXUS ENERGY

"I've come for the nexus energy, and if necessary, I will personally exterminate every life form on your planet to obtain it." — Vorpal

The incredible abilities of the mechamorphs are a result of their remarkable adaptive programming and construction, all of which rely upon nexus energy. Nexus energy is a rare and powerful resource that is vital to a mechamorph, yet cannot be easily replicated. The only known source of nexus energy is the Great Generator on Mecha Terra and the nexus generators housed within each mechamorph. When the Great Generator began to fail, conflicts emerged among the mechamorphs. Exiles and Animechs are being hunted to extinction in order to harvest their nexus generators. However, the tides may be changing. The battleground has shifted . . . to a new world called Earth.

Nexus Energy and Stasis

Nexus energy is a highly unstable form of energy that has no known source aside from a mechamorph's internal nexus generator and the device referred to as the Great Generator on Mecha Terra. Unfortunately, when the mysterious creators of the mechamorphs disappeared, they took with them the secret of the nexus generator. Attempts to recreate these technological miracles have been unsuccessful. While nexus energy is a highly potent form of power, unless it is quickly converted into a more stable form, it dissipates within 24 hours. A mechamorph's nexus generator is designed to provide a mechamorph with sufficient energy to power its systems each day, as well as provide sufficient nexus energy reserves. A mechamorph must enter a period of minimal activity for four hours each day, referred to as stasis, in order to let the nexus generator recharge. While in stasis, a mechamorph's rapid healing increases its pace; he heals a number of hit points equal to his character level for each hour spent in stasis.

A mechamorph that does not undergo a full period of stasis suffers a diminished ability to function unless he expends nexus energy points equal to his character level, rounded up. This condition is identical to fatigue in humans. Continued activity while in this condition leads to a condition identical to exhaustion, except that mechamorphs cannot morph when exhausted.

Nexus Energy Reserve

"Ironic, is it not, Aegis? The very power source that you use to oppose us, we will use to enslave you all."
— Vorpal

Each day, a mechamorph can call upon its internal nexus energy reserves to enhance a skill or improve an attack. A character's nexus energy reserves contain a number of nexus energy points equal to his character

level. A mechamorph's nexus energy reserves may be temporarily increased by absorbing nexus energy cells.

Once per round as a free action, a mechamorph may call on his nexus energy reserves to do one of the following:

- Add a luck bonus to one attack equal to the number of nexus energy points spent. The point expenditure must be declared and spent before the roll is made.
- Add a luck bonus to one saving throw equal to the number of nexus energy points spent. The point expenditure must be declared and spent before the roll is made.
- Add a luck bonus to AC for one round equal to the number of energy points spent.
- Absorb damage equal to the number of nexus energy points spent. The point expenditure may be declared after damage is rolled.
- Avoid the effects of failing to undergo stasis by expending a number of nexus energy points equal to one-half character level (rounded up).

Running Out of Nexus Energy

A mechamorph can utilize nexus energy beyond that in its reserves, but at a cost. Each time you spend a nexus energy point beyond your reserves, you suffer one point of temporary Constitution damage. This damage cannot be prevented. The only way to restore Constitution lost in this way is by undergoing four hours of stasis specifically for this purpose (in addition to your normal daily stasis).

Nexus Energy Cells

A mechamorph can transfer its nexus energy into a concentrated form, called a nexus energy cell. Forming a nexus energy cell costs two points of nexus energy and takes a standard action. It is also rumored that the early Tyrants who pursued the Animechs during the First Exodus carried ancient devices that drained nexus energy from a mechamorph against his will, often with devastating effect.

Once a cell has been formed, it can be stored or exchanged with others. A nexus energy cell can be absorbed by other mechamorphs as a move action, becoming a temporary nexus energy point. Temporary nexus energy points dissipate and are lost within 24 hours if not used.

Through the use of nexus energy converters, a character can transform natural resources and other power sources into nexus energy cells. The process is highly inefficient and the yield in terms of nexus energy cells is entirely dependent upon purity and potential of the raw resource being converted. For instance, a typical oil field can take a full day to convert and then only yield about a dozen nexus energy cells, while converting energy from an electrical power plant may take only a few hours and also yield about a dozen nexus energy cells. The reverse process, converting nexus energy into another power source, is hyperefficient, unleashing enormous amounts of energy. A single nexus energy cell may power an entire human city for a week. Once con-

verted into nexus energy cells, nexus energy stabilizes and no longer rapidly dissipates. As a result, nexus energy cells are highly prized by sentient races throughout the galaxy.

CRITICAL HITS

Mechamorphs, unlike most machines, are subject to critical hits. When a mechamorph suffers a critical hit, he sustains normal weapon damage, with no multiplier. In addition, however, the mechamorph must roll on Table 9–7. A critical hit with a x2 weapon causes one roll, a x3 weapon causes two rolls, etc.

Sensors: The mechamorph loses the use of a sensor system like infrared or radar, or one of his senses, such as sight or hearing. The damaged system is determined randomly. The system remains inoperable until it is repaired. If all sensors are destroyed, the mechamorph instead suffers double damage.

Gyroscope: The mechamorph's gyroscope is damaged, throwing him off balance. The mechamorph suffers 1d4 points of Dexterity damage, and must make a Reflex save with a DC equal to 10 + damage dealt, or immediately fall prone. The result is cumulative each time this component is damaged.

Motion Regulator: The mechamorph's internal motion regulator is damaged, reducing his base movement in all forms by one-half. If this component is already damaged, the mechamorph becomes unable to move except with a 10-ft. crawl as a full-round action.

Data Processor: The mechamorph's internal data pathways are damaged. He suffers 1d4 points of Intelligence damage, and must make a Will save with a DC equal to 10 + damage dealt, or immediately lose all ranks in one randomly determined skill for 24 hours.

Articulation Servos: The articulation servo in one of the mechamorph's arms is damaged. He suffers a –4 penalty to all attacks and skill checks involving the use

of the arm. This result is cumulative each time this component is damaged.

Nexus Energy Leak: The mechamorph's nexus energy container is breached. He suffers 1d4 points of Constitution damage and must make a Fortitude save with a DC equal to 10 + damage dealt, or be stunned for one round.

Weapon System: One mounted weapon is hit and damaged, along with one round of ammo. Explosive ammo goes off, doing one-half normal damage to the mechamorph. If a mechamorph does not have any mounted weapons, the mechamorph instead suffers double damage.

Cracked Chassis: The mechamorph's damage reduction/nexus energy is reduced to 5. If this component is already damaged, the mechamorph instead suffers double damage.

Morph Actuator: The mechamorph suffers damage to his morph actuators, which impairs his ability to morph. A character with a single damaged morph actuator must make a Concentration check as a full-round action with a DC of 10 + damage dealt in order to morph. A character with two damaged morph actuators cannot morph until his actuators are repaired.

Nexus Generator: The mechamorph's nexus generator housing is damaged. The mechamorph is *slowed* until the housing is repaired. If this component is hit again, the generator explodes, dealing nexus energy damage to the mechamorph and nearby characters. The explosion deals 1d10 points of damage per Hit Die of the mechamorph to all creatures in a radius of 10 ft. per Hit Die of the mechamorph. The mechamorph itself automatically takes the damage; other creatures in the radius may make a Reflex saves (DC 10 + 1/2 Hit Dice of the exploding mechamorph) for half damage.



TABLE 7–5: CRITICAL HITS

Roll	Damage
1	Sensors
2-3	Gyroscope
4-5	Motion Regulator
6-9	Data Processor
10-12	Articulation Servos
13-15	Nexus Energy Leak
16-17	Weapon System
18	Cracked Chassis
19	Morph Actuator
20	Nexus Generator

Chapter Eight

STATE OF THE GALAXY

IN A PRIOR AGE

"It is difficult at times to believe, but our kind has not always been subject to the Tyrants." — Aegis

Few records survive from the time before the Tyrants ruled Mecha Terra. The small amount of data that remains intact is under the control of the Tyrants and thus is considered suspect by many. The official account perpetuated by the Tyrants is that the mechanized creatures known as mechamorphs have always been the dominant life form on Mecha Terra and that the first mechamorphs were sprung whole from the Great Generator that lies at the heart of the mechamorph homeworld. While some believe this is a myth and that the mechamorphs were created by some other race shrouded in mystery, those who openly suggest such things are subject to punishment.

The historical accounts also tell that the affairs of Mecha Terra were originally governed by the Cynet, an immense political body made up of mechamorph representatives chosen by their respective guilds. Each guild specialized in a chosen area of mechamorph society, such as construction, research, or commerce. The mechamorphs who composed the guilds morphed into alt forms that could best accomplish the guild's particular purpose. Mecha Terra and its satellite moons were originally composed of diverse environments. The mechamorphs' nanomechs allowed them to adapt to any challenges they faced, constantly improving their forms so they could complete their goals efficiently and quite effectively. To better serve their purpose, the nanomechs often scanned native life forms or copied existing designs and incorporated them into the mechamorphs' alt forms. Over time they tamed the wilderness of their planet and the nearby moons, transforming them into worlds of technological wonder.

These endeavors required tremendous amounts of nexus energy, which was supplied by the Great Generator, a colossal machine of unknown origin that predates the mechamorphs. The power it generated ensured that each mechamorph ran at peak efficiency. Technological and architectural marvels such as the Sky Tower and Far Moon Base were made possible. The Cynet was able to construct the Grand Throughway, a vast network of roads that allow a mechamorph to drive from one side of the planet to the other and nearly all points in-between. Their power supplies also allowed the mechamorphs to colonize other worlds in nearby star systems. With the promise provided by the Great Generator, peace reigned and all things were possible.

Then, for reasons unknown, the Great Generator ceased supplying energy. Chaos ensued. Energy was suddenly at a premium. Mechamorphs with power reserves began hoarding them and those without tried desperately to obtain them. For the first time, mechamorphs were engaged in conflict with one another. The authority of the Cynet began to collapse. Several guilds threatened to secede. War seemed inevitable.

All seemed hopeless until Obelisk, the leader of one of the newly formed guilds, stepped forward with a plan. "My guild has a supply of considerable energy that we will share with others," promised Obelisk. "All we ask in return is that you allow us to establish some control over our resources to ensure there is not further conflict. To implement our plan, we need to have unrestricted access to the starports and the Grand Throughway. We will also need to have the Cynet's authority to enforce the necessary restrictions. Only with such control can we restore peace to Mecha Terra."

So it came to be that Cynet enacted its final resolution and acceded its authority to Obelisk and his guild, the Tyrants.

THE RISE OF THE TYRANTS

Obelisk and the Tyrants quickly established their order over Mecha Terra and the colonies. The riots that had erupted across the planet were abruptly quelled. Small skirmishes that had broken out on some of the colonies were brought to a quick end. Each mechamorph received a ration of precious nexus energy from the Tyrants' unrevealed source of reserves. The Tyrants themselves seemed to have a near endless supply that they used to quash upstarts and rogues who dared to object to their rule. The various guilds rejoiced at the prospect of peace provided by the Tyrant's rule.

A grateful Mecha Terra looked on as Obelisk crowned himself the High Tyrant and instituted new, more stringent controls on nexus energy distribution. These strict measures met little opposition as the mechamorphs knew that restrictions were a necessity to avoid the conflicts that had followed the failure of the Great Generator. Likewise, the guilds did not complain when the Tyrants required them to each provide a work force to build a fleet of ships. The Tyrants had promised that the vessels would be used to locate new, resource-rich worlds to alleviate the rationing the mechamorphs were forced to endure.

THE EXPLORERS

"Hardwired into the programming of every mechamorph is a desire to learn what lies beyond the world of our optic sensors." — Sky-Eye

To fulfill their promise of new energy sources, the Tyrants founded the Explorers. Obelisk handpicked promising mechamorphs from each of the existing guilds to serve as Explorers. The Explorers were to brave deep exploration missions to locate new planets rich in natural resources. The Explorer missions were launched in large numbers. Each held the promise of a new energy-rich future and the Explorer missions were met with great approval.

Yet, space exploration was fraught with hazard. While the mechamorphs did not need air, space held bizarre phenomena and radiation that interfered with the programming of mechamorphs and their equipment. One anomaly in particular, which mechamorph scientists referred to as the "white hole," was notorious for creating unpredictable gravimetric disturbances and radiation eddies that would wreak havoc with a mechamorph's internal circuitry. Such mishaps could cause erratic program wipes, severe data malfunctions, and even fatal nexus energy generator explosions. The mechamorphs assumed that there were other similar dangers, as many Explorer crews disappeared without a trace.

Despite such setbacks, the Tyrants were still miraculously able to maintain a supply of energy to each mechamorph, albeit in limited quantities. Indeed, news of a failed Explorer mission simply meant the Tyrants would demand an increase in efforts to find new and safer sources of energy and urge that their fleet be expanded even further. The few mechamorphs that

questioned this allocation of resources were denied energy until they renounced their opposition. Most mechamorphs went about their work, seeing such restrictions as a small price to pay, blissfully unaware that an even higher price was already being extracted from mechakind.

THE FIRST EXODUS

"It is our greatest shame that we were willing to sacrifice our fellow mechamorphs in order to save ourselves." — Battlehorn

The first to flee the Tyrants' reign on Mecha Terra were the Animechs, the guild responsible for animating and rebuilding mechamorphs who had undergone total shutdown or destruction. The leader of this guild was Pride, a respected former member of the Cynet and a renowned mechamorph who had welcomed the rule of the Tyrants, seeing them as the only means to ensure the survival of mechakind following the shutdown of the Great Generator. During a routine cataloguing of a newly discovered cache of spare parts, Pride recognized certain morph actuators and motion regulators that he had installed on a now-missing mechamorph. He investigated some of the other spare parts and realized that they had also belonged to other mechamorphs, each thought lost in deep space. The nexus generators of each Explorer's remains had been completely drained of nexus energy.

Pride took his discoveries to the other members of the Animechs, some of whom had made similar findings. Pride confronted Obelisk, accusing the High Tyrant of draining other mechamorphs of nexus energy in order to gain more power. To their surprise, Obelisk did not deny their claims. The Tyrants had been draining mechamorphs of their nexus energy ever since they took control, and Obelisk had the power to protect his secret. Rather than risk the Tyrant secret getting out, however, not to mention a costly and difficult battle with the Animechs, Obelisk offered Pride and the Animechs choice. They could willingly sacrifice themselves to a total nexus energy drain, or they and the secret they possessed could leave Mecha Terra forever. In any case, they could not be permitted to remain on Mecha Terra with the knowledge they possessed.

So it was agreed that the Animechs would leave Mecha Terra. Keeping Obelisk's secret, the Animechs quietly gathered their belongings and a few select comrades in preparation of their departure. Under a well-orchestrated cover provided by the Tyrants, the Animechs boarded a small fleet of ships and took off for the depths of space.

This fragile agreement did not last long. Once the ships containing the Animechs was beyond Mecha Terra's solar system, Obelisk boarded a newly constructed flagship and led a pursuit fleet to hunt down the Animechs to ensure that his secret would remain unknown to the population at large. He carried with him all of his nexus-draining technology. The Tyrant forces came upon the Animech fleet with overwhelming firepower. The small Animech ships stood little chance as



the Tyrant fleet picked them off one by one. Unable to outrun the Tyrants, Pride ordered the remaining Animechs' guildships to change course for a nearby white hole, hoping the radiation eddies and gravimetric disturbances would baffle Tyrant sensors long enough for the Animechs to escape. Yet, even with their sensors damaged and their thrusters taxed by the effects of the white hole, the Tyrant fleet bore down on the Animechs' vessels.

Having exhausted all other avenues of escape, Pride ordered the Animech fleet to enter the white hole. Not willing to risk the possibility that the Animechs may survive their desperate tactic, Obelisk ordered his fleet to follow. The other Tyrant captains refused to follow the High Tyrant's order, but Obelisk's flagship, manned by those most loyal to him, charged headlong into the white hole. The radiation eddies crackled and the vessels rocked as the Animech fleet and Obelisk's ship approached the white hole. A bright flash of energy suddenly erupted from the event horizon enveloping the vessels. When visuals returned, they were gone.

THE SECOND EXODUS

"The preservation of freedom is worth any risk."

— Backtrack

With the demise of their leader and his nexus-draining technology, the Tyrants found that their rule was in jeopardy. To maintain their power, they tightened their grip on Mecha Terra and the worlds they had seized. Over the next tens of thousands of years, they further restricted the allocation of energy and swiftly dealt with any resistance they faced. Their energy harvesting methods also became more destructive. Rather than siphoning energy in moderation from other worlds, they began sucking them dry. Exploration gave way to conquest as the Tyrants learned that it took less effort and energy to steal and plunder from other races that had already learned to harness existing forms of energy than to discover entirely new sources.

Even given the cruelty of the Tyrant rule under Obelisk, in the millennia following his departure, the government of Mecha Terra and its surrounding worlds became even more oppressive. The Tyrants selected new High Tyrants. Each coronation was followed by a series of draconian measures that often reduced the energy rationing and demanded greater allocation of resources to the Tyrant war machine. The new edicts threatened considerable punishment for failure to comply. Chafing under this rule, civil unrest began to grow. The Tyrants responded with immense force, eradicating entire sections of cities and then imposing even more restrictive measures. When the membership of one guild collectively refused to build the Tyrant fleets without a larger allocation of nexus energy to power their equipment, the Tyrants responded with energy blasters, wiping out many of the guildmechs. Shortly thereafter, the High Tyrant abolished all of the guilds in order to limit any organized opposition to the Tyrant regime.

Unwilling to suffer under the hands of the Tyrants and unable to amass sufficient energy and resources to

wage a successful revolt, a mechamorph named Aegis held a secret gathering of eight other former guild leaders. Each was charged with recruiting other mechamorphs who would be willing to employ their resources to outfit a few cargo vessels in order to mount a secret exodus from Mecha Terra. Some of the mechamorphs feared the plan would be doomed to failure. Although they could depart in secret, their disappearance could only be masked for a short period of time. Once off Mecha Terra, there was no place these Exiles could run from the faster and better-armed Tyrant fleet. Aegis stated that there was one place the mechamorphs could get to before they were discovered, a place where they could hide and where the Tyrants would not dare to search for them: the white hole.

Aegies offered to his fellow Exiles a theory suggested by one of his former guildsmechs, Sky-Eye. Sky-Eye had postulated that unlike a black hole, the white hole was not a closed anomaly, but a tear in space. If one could successfully pilot through the center of the anomaly, avoiding radiation eddies and gravimetric disturbances, one could emerge from the white hole in another region of the galaxy, a region untouched by the Tyrants.

After considerable investigation and analysis of Sky-Eye's claims, the others agreed that the possibility of escaping Tyrant oppression was worth the enormous risks. Using a passing ion storm to cover their departure, the Exiles launched a small fleet of nine ships with a dream of finding a new world free of Tyrant oppression.

REFUGE EARTH

"We were caught between a star and a hard place."
— Rally

The forces of the white hole made navigation nearly impossible for the Exile fleet. As the Exiles tried to maintain their course through the anomaly, their vessels were wracked with explosions and micro-fractures that threatened to destroy them. When the ship under his command exited the white hole, the damaged sensors of Aegis' ship indicated that of the nine ships that had entered the white hole, only his own appeared to have emerged. His navigational systems shot, it took Aegis and his crew every ounce of energy and ingenuity they

possessed to steer their vessel into the nearest solar system. His course to avoid the central star set him straight past the first two planets and heading for the third, a world he later learned was called Earth.

Unwanted Attention

"I know the giant robot menace is out there. And soon, all of Earth will know too."

— Charles "Hammer" Fulsom

The vessel carrying Aegis and his comrades plummeted into Earth's atmosphere. Their course set them directly into the heart of a fierce near-hurricane in the Pacific Ocean off of the California coastline. The ship splashed down into the ocean and rapidly sank before coming to a precarious rest at the edge of a deep oceanic trench. Not designed for the ocean depths, the hull of the Exile's ship began to collapse. The rush of water brought on by the tumultuous sea only added to the weight of the vessel. Aegis and his companions were lucky to escape their ship as it slid from its fragile resting place, plunged into the trench and disappeared into the ocean depths.

Their approach to Earth had not gone entirely unnoticed. Reports of an enormous unidentified object had reached the coastal military command. The high brass had dismissed the object as a freak electronic shadow brought on by the interference of the storm. General Charles "Hammer" Fulsom, however, was not so easily convinced. He ordered his men on high alert, and when he received a garbled report about gigantic humanoid figures observed approaching the coastline, he ordered a unit

into the hurricane winds to intercept them. When his superiors countermanded his order, refusing to risk losing their men on what they considered to be unreliable information, Fulsom defied orders, commandeered an attack helicopter and began patrolling the coastline.

Relying on his tactical skills and battlefield cunning, he quickly tracked down Aegis and the other Exiles who had recently come ashore. Having uncovered what he deemed a "giant robot menace," Fulsom engaged the weakened Exiles. The Exiles had no wish to take the life of an Earthling, misguided as his actions might be. Though low on energy, the Exiles realized they needed to fight only long enough to give their nanomechs a chance to provide them with a means of escape. As they



had done on other worlds, the mechamorphs' internal nanomechs scanned the area in order to find forms that would allow their hosts to adapt to this strange new world. Aegis's nanomechs manufactured a new alt form similar to the vehicle Fulsom piloted. He rapidly morphed into his new alt form to duel Fulsom, holding him off while the other Exiles morphed into other forms of their own. So disguised, the mechamorphs were able to avoid Fulsom's cannon fire and disappear into the high winds and pouring rain. Within minutes, Fulsom had lost Aegis as well, and he was forced to return to base. Fulsom received a severe reprimand from his superiors who gave little credence to Fulsom's stories of robot invaders. Fulsom was rapidly forced into retirement, but his resolve to expose the "giant robot menace" only grew stronger.

THE COMING OF THE TYRANTS

"Gears within gears. Such are the plots and schemes of Tyrants." — *Skyjammer*

The sharp mind and cunning strategies of the Tyrant, Vorpai, had made him a threat to the High Tyrant's throne, but also won him some loyal followers. The most recent High Tyrant, Maelstrom, had assigned Vorpai deep space patrol duty in the sparsely populated area of space around the white hole; he hoped that duty in such an unimportant area would give the upstart little chance to seize glory and power.

While the Exiles thought they had escaped unnoticed, the crafty Vorpai had indeed spotted the small Exile fleet. Using superior Tyrant technology, he had been able to scan the cobbled Exile vessels and even accessed and copied their data banks. A quick view of the stolen information had revealed the Exiles' plan to enter the white hole. Believing such an act to be tantamount to suicide, Vorpai allowed the Exile ships to pass, thinking it would silence a possible threat to the Tyrant empire.

His thirst for knowledge equal perhaps only to his ambition, Vorpai found himself returning to the information he had copied from the Exiles. He came upon Sky-Eye's theories. Considering them, along with knowledge gained by his own unauthorized visits to the bowels of the Tyrant libraries, Vorpai thought he might have discovered the resting place of Obelisk's long-missing nexus draining devices. If the Exiles could pass through the white hole intact, then there was the possibility that Obelisk had done the same.

Assembling a squad of Tyrants loyal to him, Vorpai piloted his vessel into the white hole, vowing to return to Mecha Terra once he had amassed the power he needed to assume the role of the High Tyrant.

A NEW BATTLEGROUND

"I would travel to the ends of the galaxy and beyond to obtain the power that is rightfully mine."

— *Vorpai*

Even with the Tyrants' superior technology, Vorpai could not prevent his vessel from crashing to Earth, deep in the desert sands of Mexico. Monitoring his new environment, Vorpai learned to his surprise that the world was dominated by weak, fleshy humans. Having found no sign of other mechamorph ships, and no sign of their dominance in this society, he concluded that Obelisk and the Exile and Animech refugees must have perished in the white hole. He thought his quest had been fruitless until he picked up transmissions discussing a traveling archaeological exhibit. The scholars claimed to have found a new language inscribed on strange metals, never before seen . . . but Vorpai had seen the sigils described. They were the written characters of a Tyrant code.

Vorpai and his Tyrants traveled northward. Assuming an appropriate alt form constructed by his nanomechs, that of a sword, Vorpai hid among a number of artifacts and objects that had been marked for display. When the museum was empty, Vorpai morphed into his primary form and stole everything he could find relating to the mechamorph artifacts.

Reports of the theft and footage pieced together from security cameras made their way into the local media. The story caught the attention of Aegis, who assumed the rumors about a robot invader might lead to the discovery of other Exiles who had crash landed on Earth. His search led him directly to the oil refinery that had become Vorpai's newest staging ground. In the ensuing conflict, a storage tank filled with oil exploded, destroying many Tyrants and leaving the Exile Rally in a state of near total shutdown. Caught off guard by the sudden appearance of old enemies, both sides retreated to recoup their losses.

WELCOME ALLIES

"Where is your friend hiding? Behind that truck?"

"Actually, um, he is the truck."

— *"Bud" Wheeler and Mercedes Wheeler*

With their companions rapidly losing energy, the Exiles commandeered a rundown airport hangar they thought had been abandoned. Using some spare parts from a nearby junkyard and a supply of nexus energy cells provided by the other Exiles, Wheelwell was able to stabilize Rally's energy loss, giving her nanomechs the opportunity to repair her damaged circuits. The next morning, the Exiles were startled by the arrival of a visitor, Mercedes Wheeler, the niece of the technician that owned the hangar. Overcoming her initial shock and fright, Mercedes quickly befriended the mechamorphs, and later convinced her uncle to allow them to utilize his hangar as a repair facility.

BURIED SECRETS

"None of us are safe with that human Devreaux sniffing around and putting his nose where it doesn't belong." — Jaunt

Once Rally's sensors and gyroscopes were in full working order, the Exiles caught word that an antarctic expedition funded by DevCorp, an expansive global corporation, may have uncovered evidence of some mysterious advanced technology that had been buried in the ice and snow for thousands of years. Believing these rumors to be a sign of the arrival of additional mechamorphs on Earth, Aegis and his fellow Exiles headed to the site. Disguising themselves as expedition equipment and vehicles, the Exiles infiltrated the project and soon learned that the expedition had encountered a series of setbacks due to sabotage. This prompted the CEO and founder of DevCorp, Andreas Devreaux, to personally head to the expedition's base camp to try and expose the saboteurs, whom he believed to be employed by corporate rivals.

The Exiles learned, however, that the setbacks had been the work of a mysterious robot named Jaunt, who assumed a lupine form. Not recognizing Jaunt either as a fellow Exile or as one of Vorpai's Tyrant band, the Exiles managed to trap Jaunt and question him. Jaunt revealed that he was a member of a group of mechamorphs that had come to Earth long ago and adopted animal forms to better navigate the primitive terrain. Devreaux and DevCorp had been responsible for draining many of the natural resources Jaunt and his fellow mechamorphs had relied upon for power, and it now seemed as though Devreaux was about to get his hands on part of the spacecraft that Jaunt and his fellow mechamorphs had used to arrive on Earth. Realizing the dangers posed by such a discovery, the Exiles agreed to help.

Together, Jaunt and the Exiles implemented an elaborate plan by which they melted the ice beneath the space wreckage, sending it to the bottom of the frigid arctic seas. They then buried scrap metal and debris in the ice near where the wreckage had been found. The following day, DevCorp drilling teams uncovered only worthless metal and debris within the ice. An angry Devreaux fired the DevCorp expedition team and brought the operation to halt.

THE FATE OF THE ANIMECHS

"We Animechs have already paid a terrible price so we could exist in a world free of the Tyrants. Now you Exiles dare have the mettle to ask us to sacrifice even more?" — Iron Fang

The Exiles followed Jaunt to a remote location in the Canadian wilderness. There, he introduced them to his people, the Animechs. Battlehorn, one of the most ancient and respected of the Animechs, told the Exiles that a number of the Animech ships had survived their encounter with the white hole. Obelisk's ship had followed, and the two battered forces waged a pitched bat-



tle above a prehistoric Earth. The few ships that had made it through the white hole intact were being ripped apart by the weapons of war. Pride had set his ship on a collision course for Obelisk's ship, tearing both vessels apart while the few remaining Animech ships managed to crash to Earth. The wreckage from the battle rained down from the sky, bombarding the Earth for years. Flaming debris gave way to massive dust clouds that drove some of the predominant species native to Earth to extinction. Battlehorn and some of the other Animechs have honored these lost creatures by assuming alt forms that resemble them. The nanomechs of the remaining Animechs supplied them with new alt forms resembling other life forms that grew to replace the extinct races. Since that time, the Animechs had lived a peaceful existence, free of Tyrant oppression, but ever watchful should Obelisk's energy draining technology ever be located and used against them.

The Exiles explained that the Tyrants were now on Earth and implored the Animechs to help them with their struggle. Jaunt asked the councilmechs to grant the Exiles' request, but the council grew bitterly divided. While some like Battlehorn believed that the Tyrants should be confronted, others, like Iron Fang, believed the Animechs should ignore the conflict and remain in hiding. Iron Fang openly blamed the Exiles for bringing the Tyrants to Earth, and accused them of having carelessly endangered this new world. Despite days of deliberations, the council remained divided. Disheartened by the inaction of the tribal council, Jaunt asked the Exiles to depart with him. He could not openly fight alongside the Exiles without the approval of his tribal leaders, but

he could provide the Exiles with some much-needed assistance.

A NEW GENERATION

"The battle you face will be a difficult one. You should not have to endure it alone." — Jaunt

Jaunt led the Exiles to a sheltered cave containing items that he had removed from the wreckage in Antarctica. During his sabotage, he had managed to recover seven nexus generators. The ancient mechamorph bodies that had contained them were damaged beyond repair; the nanomechs that had powered them had long ceased to function, but they could be restarted with a sufficient supply of nexus energy cells. With this parting gift, the Exiles headed back to the Wheeler hangar. Although it stretched the limits of their skills and resources, the Exiles managed to construct a number of new mechamorph bodies to house the mechamorph consciousnesses in the nexus generators. Jaunt's gift, and the new mechamorphs that have been created as a result, have given the Exiles new hope in their struggle against the Tyrants.

LOOMING THREATS

"Run, rebuild, retaliate, repeat. The story of an Exile's life." — Rally

The promise of a new future also brings renewed threats. After the debacle in the Antarctic, Devreaux was approached by Vorpai, who believed the wreckage may have belonged to Obelisk. This union between the cutthroat businessman and the lethal robot slayer has born dangerous fruit. A DevCorp subsidiary in Egypt appears to have uncovered some of Obelisk's technology, which has allowed Vorpai to recreate the machines that drain other mechamorphs of their nexus energy.

Meanwhile, Vorpai has come to suspect that some of the Tyrants he selected are not as loyal as he once believed. He fears that there are traitors in his midst that seek to sabotage his goals of supplanting the High Tyrant, and that their own ambitions are kept in check only by their own infighting. Vorpai even believes that

some of those who came with him remain in contact with the High Tyrant and are coordinating an invasion of Earth. If Vorpai's fears are true, then Earth is in grave peril.

Devreaux is not the only human whose plans have been diverted by the Exiles. Charles "Hammer" Fulsom continues to search for a means to expose the "giant robot menace." Although he was forced to retire from the military, he may now have the ability to make his threat a reality. Fulsom was recently approached by a mysterious young woman with an unusual job offer. She claimed to represent AUTO, or Armed Unidentified Threat Operations, a specialized military organization that secretly locates and neutralizes global threats. The fact that his benefactor has not yet revealed the source of AUTO's funding, or just how far the organization extends, has not stopped the Hammer from preparing his next strike against mechakind. AUTO has provided him with troops with strange technology, including advanced battle armor and vehicles and, worst of all for the Exiles' sake, weapons that bypass nexus energy damage reduction.

Whether the Animechs will come to the aid of the Exiles remains to be seen. Iron Fang and other factions within the Animechs believe the Exiles have disturbed their peaceful new lives on Earth. Some suggest these Animechs seek to punish the Exiles, or even worse, hand the Exiles over to the Tyrants in the hope of appeasing the invaders and negotiating a means by which the Tyrants will again spare them and their kind.

Finally, the cruelty and oppressiveness of the Tyrants and their empire is well known throughout the galaxy, and has led to many conflicts with alien civilizations. As the Tyrants are the de facto rulers of Mecha Terra, many of these races have a broad hatred for mechakind and are unable to distinguish the cruel Tyrants from more peaceful mechamorphs. The promise of an opportunity to hunt down and destroy small groups of mechamorphs that do not have the protection afforded on the worlds near Mecha Terra could easily bring some of these alien combatants to Earth. Other threats from space may not be so focused in their goals, as the white hole has long been a navigational hazard and may have stranded creatures more powerful than mechamorphs in this region of space.



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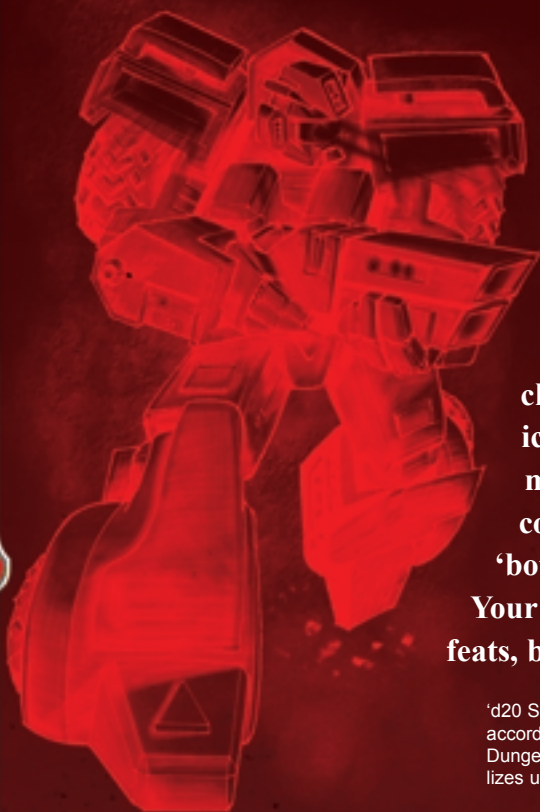
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